

INsideQUEST

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 Games we don't want to see.





On the Cover

Gracing this month's cover is the artwork for the Pegasus Stampede card by Mark Zug from Magic's upcoming Exodus set. For a sneak peek at a whole bunch of Exodus cards, turn to page 30.

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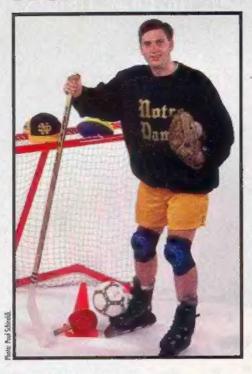


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BEHIND the LINES

Never a Dull Moment



Give me a foosball and I'm happy. Around the office here, foosball—y'know, the tabletop game where little plastic guys spin to whack a plastic ball into the opposing soccer goalis all the rage. We've got 16 teams in the Wizard Foosball League—Justice League and Injustice League divisions—and to get your name etched on a spiffy Stanley Cup-like trophy, you have to rough it out over a 12-week season, plus three rounds of grueling playoffs.

It was easier when I was a kid; I just kicked a real soccer ball around. And if I couldn't round up enough guys in the neighborhood to head up to the ball field to score some goals, I broke out the ol' rawhide mitt and chucked a baseball against the cement wall in front of my house. I even managed to zink it inside the chalk strike zone once in a while. For those rainy summer days when my friends and I were trapped inside, our family Atari served as the local arcade and we took turns launching Ponglike missiles at each other from our blockgraphic Combat tanks. By the time I was allowed to ride my bike around town, I had scraped up enough change to visit our local drugstore and buy my first Uncanny X-Men comic book; I've been hooked on those fourcolor slugfests ever since.

My teenage years were devoted to D&D. After hearing of a fantasy game where you could play any hero you imagined, I rushed out and scored one of the early blue boxes, pre-dice, with a bunch of cardboard counter chits to represent numbers. As high school approached, I had discovered other roleplaying games-Champions, Top Secret, Gamma World. Girls weren't too bad either.

You might ask yourself where all this is leading. I ask myself that same question every time I sit down to write one of these things. My point is: variety. Variety has made my life interesting, exciting, fun. Everyday's a new joy. I mean, how much fun is it to experience the same things over and over and over again?

The same idea can be applied to gaming: Go out and try a different game whenever you get a chance. That's how we discovered the current InQuest favorites—the Doomtown CCG, the Titan: The Arena card game, the Legend of the Five Rings RPG-and I'm sure that over time our favorites will change. Whether you buy that cool new game on the shelf or play your friend's closet classic, a different game each week will keep things fresh and prevent boredom from killing your gaming group. I'm not saying you should abandon your favorites, but I'd rather play back-to-back games of Imajica and Spellfire than a 1,000 straight games of Magic.

guil/La Editor

MIKE SEARLE

Position: Editor and staff surgeon. Physical Stuff: 5'11". 170 lbs. Blue eyes. Blond hair. Ontional beard.

Intellectual Stuff: 10 marginally greater than current 10 issue number.

Games Pm playing: Magic, Doomtown, L5R, Ultima Online, Titan: The Arena, Tic Tac Toe.

Sports I'm playing: Rollerblading, running, hiking, softball...and I wish I was in better shape.

Books I'm reading: Robert Jordan's "Wheel of Time" series, J.R.R. Tolkien's "Lord of the Rings," Philip K. Dick's The Man in the High Castle and anything

Music I'm listening to: Sarah McLachlan, Love Spit Love's Trysome Eatone, Fury in the Slaugherhouse's Mono, Collective Soul and the soundtrack to "Metropolis."

the little elves who make *indue*s

Editor in Chief Par McCallum Editor Mike Searle Senior Managing Editor Joe Yongrello Managing Editor Tom Sitzewski Games Editor Jeff Honnes Associate Editors Brent Fishbough, Poul Sudlow Contributing Editors Jason Schneiderman, Rick Swan Online Editor Buddy Scolero Price Guide Director Lors Pearson Senior Price Guide Editor Jon Warren Assistant Price Guide Editors Phil Colligen, Rob Marshall

Administrative Assistant Cossie Lopusnok Contributors Brian Bouglas Ahem, Robert Allen, Chuck Bednar, Len Blado, Sean Fannon, Beth Fischi, Kenneth Hite, Callin Jackson, Sean Jordon, Steve Kenson, Mike Mikastian, Matt Milliken, Jason Robinette, Jeremy Schicher, Paul Shiroldi, Alex Shvortsman, Chris Spaseff, Allen Varney, Gary Wise, Steve Zamborsky Office Onip of the Month: "Back off! My laser printer is set on stun.

Design Manager Steve Blockwell Designers Gody Emmert, Aslene So, James A. Walker Production Assistant Tesslyn Pondorokelom Design Realm Big Pig Productions Inc., Chris Duncan, Ryan Donlavey, Laurie Strous Art Assistant Don Reilly

Research Assistant Peter Flood, André D. Shell

ADVERTISING SALES

Advertising Director Ken Scrudato Advertising Projects Manager Koren Evozo Account Manager (NY) Morguerite Tucker Sales Assistant Billy Kortolopoulos (NYC) Phone: (212) 765-5700 Account Manager (West Coast) Phil Lowrence (310) 820-0560

Sales Assistant Tracey Mortin (Congers) Phone: (914) 268 3907 For Classified and Show Calendar Advertising, contact

WIZARD ENTERTAINMENT

President/Publisher Gareb Shamus Executive VP Fred Pierce Finance VP Ed DuPre Executive Assistant Kothy Newmon Production Director Domen Sonthez Promotions Manager Ben Piovin Associate Promotions Manager Ion Feller Promotions Coordinator Maria Capella Director of Circulation & Distribution Paul Rolnick Director of Business Development Martha Donnto Direct Sales Manager Stewart Moroles Circulation Manager Jennifer Winheim Circulation Analyst Doniel DiGiocomo Marketing Consultant Seymour Miles Foreign Licensing Alison James, Trio Marketing (203) 266-7110

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AT INQUEST

Man, this has been a rough month. First, we got a big stack of letters pointing out an error in issue #36's "Blast From the Past." (Gary Adams in Bloomington, MN: "There were four editions of Gamma World, not three. Aren't you ashamed?"). Next, for some reason, we got umpteen missives in praise of Spellfire (Spellfire?). But worst of all, at the bottom of the mailbag, reeking of mouse waffles, was this note: "I AM LEVING YOU TO PLAY IN THE SPELFIRE INTER-PLANATERY CHAMPINSHIP. GETT BENT. YOR FREN, COW NOSE."

Sob ...!

SMELLFIRE

I play many CCGs, including Magic, Star Wars, Mythos, Legend of the Five Rings and Aliens/Predator. But my favorite is Spellfire. I had to write this in response to the inaccurate, ignorant and ridiculous comments made about this great game. Spellfire is easy, inexpensive and fun. I have personally introduced Spellfire to approximately 20 people, who now play and purchase it on a regular basis. In fact, most often, the Spellfire tournaments at the local fantasy game store outdraw the Magic tournaments by a 2:1 ratio. And this is in a city with a large Magic following.

Michael Papineau-Couture Alberta, Canada



Spellfire gets a let of play value here at the office.

Are you kidding? I play with my Spellfire cards all the time. Watch this. One ...

I've been playing Spellfire since the game first hit the market. I'm also an established trader on the net and have contacted several other Spellfire-ers in regard to our chosen hobby. You might be interested to know that there have been four editions and 11 expansions, and that cards from the first edition are rising in value simply because no one held on to them. All chase set cards (numbered 1-25 and 401-440) are considered the rarest of the rare and sell for about \$5-\$20 each. TSR also issued three promo cards which were available only at GenCon. These cards self for about \$10-\$30 each.

Aaron Kelley Bainbridge, GA

... two, three ...

Spellfire rules. InQuest, on the other hand-let me see, how should I put this-bites.

Lee Chappel Mesa, AZ

... four ... oh damn! It fell over.

MEXICAN TO GO

My family was taking a trip to a resort in Mexico. My brother and I realized we could not go that long without Magic or, for that matter, InQuest. Therefore, we loaded up a backpack with Magic cards and your magazine. After the flight, we were driven by van to our destination. Upon our arrival, in my eagerness to check out what would be my home for the next week, I left the backpack in the van. My collection vanished.

Don't misunderstand me. I'm not bitter. I'm hoping that, at the very least, I helped to spread my two favorite things, Magic and InQuest, around the world.

Tyler Woftus Greenfield, WI

You mean, at this very moment, inQuest might be serving as a coaster in some slimy Mexican tequila bar? Cool!

DREAM DATE

I'm responding to the guy a couple of issues back who was bitching about females not playing games. There are those of us out here who play RPGs, CCGs, wargames, computer games and regular old card games who think the rest of the general female population are a bunch of driveling brainless idiots. I would hypoth-

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to IQPenPals@aol.com or mail it to us at: LQ. Pen Pals, c/o inQuest, 151 Wells Ave., Congers, NY 10920. Make a friend!

FRAME MARTIN Age; 15 Sext M P.O. Box 183 Belcourt, ND 58316 E-mail: silver 3204@hotmail Likes: Magic The Gathering,

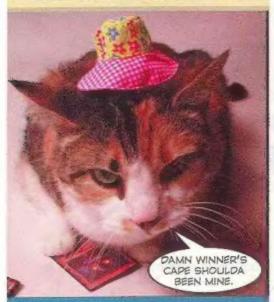
RICARDO ARREN CALDEREDA Age: 39 Sex: Mi Roa Buorque Macedo 56 31015-350/Belo Borizonte/MG Repril tilles: Modi

SAM POPE Age: 14 Sex: F 4485 Rowell Road Loncoster, SC 29720 Likes: Magic, Vampire: The Masquerada

DIEN TRUONG Age: 12 Sex: M 417 1/2 West Green Street Allentown, PA 18102 Likes: Magic, Star Wars CCG, Shor Trek CCG

JESTIN OTTE Ane: 14 Sex: M 16125 Brockett Road Bozeman, MT 59715 Likes: Magic, Advanced Dungeons & Dragons, Star

AWARDED EACH MONTH TO A LETTER THAT TICKLED OUR FANCY FOR NO APPARENT REASON



Every spring, a few of the girls and I take a poll of all the magazines we see the guys carrying at school. The magazine that looks the best to us becomes "Chosen Mag of the Year." Our plan is to buy every issue until we select another Chosen Mag for the next twelve month period.

This year's number three favorite was Popular Science. InQuest came in at number two. Number one was Sports Illustrated. However, after a few issues, we've finally decided that Sports Illustrated sucks. All you see in Sports Illustrated are guys with oversized muscles running around in spandex and girls who could be labeled as artificial life forms because of all the plastic surgery done to enhance their bodies. InQuest, therefore, is better, making it our Chosen Mag of the Year. So pat yourselves on the back for a job well done.

Oh yeah, one more thing: We love you, **Cow Nose!**

Jenny S. and the Cats of Paradox Charlotte, NC

Does this mean we can't run a picture of Cow Nose in spandex?

esize that the general female population is like this because their parents, along with society, teach them from birth that it's okay to fit into the driveling brainless idiot mold.

Perhaps all of you complaining guys ought to go to a bunch of game shops in cities whenever they host tournaments. I'm sure you'd find some non-stereotypi-

By the way, I've bought more edged weapons in the past four years than articles of clothing.

Kathryn Dotter Norman, OK

You must be quite a challenging date.

WHO KILLED MAGIC?

I have determined there are two types of Magic people: the players and the collectors. Players try new cards in their decks just to see what they'll do. They build weird theme decks just for the fun of it. Collectors, on the other hand, buy as many expensive cards as they can. They would rather trade than play. They usually have only one, maybe two decks. Collectors also complain about Wizards of the Coast reprinting, restricting or banning their hard-to-get cards.

My friend says that players ruin the game. I say that, to collectors, Magic isn't a game at all but rather a variation on sports card collecting. Collectors are ruining Magic because if one of the big money cards they own is reprinted, they sell out and abandon the game. You will almost never see a player sell out because his card got reprinted. Players, not collectors, are what will keep this game alive.

Monte W. Lewis Show Low. AZ

Actually, there's a third type: the subhuman anthropoids who scream and howl and beat their chests and ... wait a sec. Those are pro wrestlers.

STAR WORRIER

A while back, I read somewhere that Decipher will be publishing a set of cards based on the forthcoming "Star Wars" prequel. Then I read somewhere that this is only a

rumor. Well, which the hell is it? Find out. Tell us. Now.

Jeff Musingo Ocala, FL

Yes sir! Sez Matt Mariani, Decipher Marketing Director: "We definitely, absolutely have the prequel license, and we'll be publishing sometime in 1999. We have the option of creating a brand new game; we're playing around with that right now."

SPELL CHEKER

In your "Riddle Me This" feature (InQuest #36), I found that once decoded, the secret message under the subtitle "Ciphers" is this: "CTHULU IS IN BASEMENT." Please note that the name "Cthulhu" is misspelled. All I ask is that you follow your own advice next time and check the spelling before publishing.

Daniel Lindell Des Moines, IA

Wrong! The secret message refers to the Wizard Entertainment plumber, Irving Cthulu.

WHINE AND ROSES

I'm tired of all these whiners complaining about "I can't afford any Moxes" or "I can't afford the Black Lotus." I have a solution for you. Go out and get Duel of the Planeswalkers from Microprose for the personal computer. You get all the Moxes and Black Lotuses you want, you get a ranking against other players and you get to play on-line. Everyone has access to the same cards and, what's more, you get to go up against a ton of different decks and opponents.

Fronobulak Silicon Valley, CA

Let's see ... a couple of thousand for a computer, 50 bucks for the game, maybe 20 a month for an on-line service ... hey, what a great money-saving idea!

How come people into gaming say they're not dorks? I'm a dork, you're a dork, we're all dorks! And who gives a rat's ass what

ADAM BOSARGE Age: 18 Sex: M 11130 Pigneer Road

Theodore, AL 36582 Likes: ADBD, Star Wars RPG, Vampire: The Masquerade

ELLIOT ADDESSO

Age: 14 Sex: M 341 Lineberry Road Virginia Beach, VA 23452 Likes: Star Wars CCG

TARA WASSERMAN

Ape 13 Sac F 3748 Pendlebury Drive Palm Harbor, FL 34685 Likes: Mogic

AKIRA GALLIMORE

Age: 23 Sex: M. 2927 Denton Road Denlor, HC 27239 Likes: Magic, Werewolf: Rage (CG, Werewolf: The Apocalypse

ARLIN SCHAFFEL

Age: 15 Sex: M 133 Western Cres. Saskotoon SK, Canada 578-414 Likes: Mogic

JONATHAN CLIFTON

Age: 18 Sex: M 361 County Road 607 Fort Poyne, AL 35968 Likes: Magit, Star Wars CCG

M SEARCH OF ...

...models



RICK SWAN SEEKS REAL ANSWERS TO STUPID OUESTIONS

TO: Say You'll Be There, Spice Girls fan club London, England

Dear Folks:

I'm an artist for Wizards of the Coast. I'm interested in hiring one of the Spice Girls to pose for a picture on one of our playing cards, maybe Coffin Queen or Servant of Volrath. I'm not really after any particular girl, so whichever one you'd recommend I'm sure I could use, except maybe Scary Spice because she's too creepy.

Yours truly, **Rick Swan**

Well, there is absolutely no way you can hire a Spice Girl. Just use photos of them. I think Posh Spice would make a good Coffin Queen and Baby Spice could be a Servant of Volrath.

lan Mann Say You'll Be There

MORE LETTERS

we look like? Does this mean that buttweasel loe Coleman ("NOT-A-DORK," "InQuisition," InQuest #35) who says he isn't a dork and claims he looks like Brad Pitt is any better than other gamers? No. He's the same. He plays a dork game. Therefore, he is a dork. All the ugly or fat people are obviously dorks, but so are the suave-type people. Don't you think?

A.J. Klausing New York, NY

Interesting question. I was going to ask the suave-types on the InQuest staff, but they were busy force-feeding doughnuts to themselves, then attempting to autograph paychecks with the upchucked Boston cream. So I'll ask them later.

STORY TIME

I think Magic is the best CCG out there. When I first started playing with my friends, I thought it was a kid's game, but after awhile I started to get into it. Now, I see a little story in my head every time I play, like I picture a big huge wall blocking my ground creatures. What do you see in your heads when you play?

Mund Deyormin Altoona, PA

Well, I see myself doing a nude cha-cha in front of 100 jeering Serra Angles. But that's just me.

ICH BIN EIN SCHWEIN

Here, for your enjoyment, are a few of your favorite phrases translated into German.

GERMAN **ENGLISH** Kuh Nase Cow Nose the Cat

die Katze

buttweasel ashwiesel Rick Schwein Rick Swine

> **Bob Stevens** New York, NY

Danke, Herr Ashwiesel.

BLANKENSTEIN

I just reread all of my back issues of InQuest. I like to remember what I was doing when I first heard Princess Di was dead or, more importantly, when Ice Age was banned from Type II. I'm going to start keeping a journal in all the blank spots in the mag, so when I look back, I can see what I was doing when different things were going on. You know, if you left a blank page or two in every issue, it'd be easier for readers to record the details of their lives in their favorite magazine.

Ben Feist Neillsville, WI

Coming soon: the all-blank InQuest, featuring a pin-up of the Air Elemental, a behind-the-scenes peek at the Invisible Stalker and, of course, the top 10 Spellfire cards.

KISS ME, MARILYN

I am a longtime dice-chucker and cardflipper, and what people say about Magic being the work of the devil is just preposterous. The people who made Magic a success should be given a nice pat on the back and a handshake. At my school, you can't take roleplaying sheets, Magic cards or dice to school. If you do, you get detention or sent to



the office. Most of my teachers don't even approve of reading InQuest, probably because of Rick Swine ... uh, Swan. Also, peo-

ple think Marilyn Manson plays Magic because it's satanic.

> **Wayne Giles** Independence, MO

Boy, are they stupid. Everybody knows Marilyn Manson plays Magic because of the naked pictures.

SWIPING SWAN

My sister adores Rick Swan's "Swan Song" section. The bad thing is, she keeps taking my magazine. Could you move it from the back of the mag to the front or the middle or even one page over? Then she couldn't find it.

Frank Olmstead Indianapolis, IN

We'll do better than that. On your copy of the next issue, we'll print the entire thing-get this-upside down.

CARD CREATIONS

It's always darkest just before the dawn... or just before you fall through a superdense hole in space. Although we personally would've pictured Maximillian from the 1970s Disney movie "The Black Hole," James Kight of Winston-Salem will score a couple of the Stronghold preconstructed decks for his own particular vision.

GRAND PRIZE WINNER

BLACK HOLE

James Kight Winston-Salem, NC



"Oh baby Oh baby Oh baby..." At least, those are the sweet nothings that we around the bullpen think Jabba was speaking softly in Leia's ear (nibble, nibble) for the "What's Jabba Whispering?" contest. Jay Earle of Decatur, Ga. saw



things differently. He walks-or in Jabba's case, slithers-away with a complete set of the new Jabba's Palace expansion for the Star Wars CCG. Additionally, 15 other Jedi-wannabes scored a Bantha-load of boosters.

 Man! That's a crapload of AD&D stuff! Everything related to dragons, dungeons or both that comes out from TSR in 1998 will go to Matt Kennington of Talking Rock, Ga. He proved himself to be a walking arsenal in our "Arm Yourself" contest and walks away with the grand prize. Seven other potential bad-asses wound up with a bunch of Jakandor swag and AD&D CD-ROMs.

BALANCING ACT

I used to be one of those diehard Magic fans who thought it was the best thing since sliced bread. Then, right after Homelands came out, I was exposed to Middle-earth: The Wizards. And you know what? Middle-earth is a much better game. Why? Because it's balanced. In Magic, there are cards so powerful, they wreck the game. Sure, there are powerful cards in Middle-earth, but every card has a counter card. The One Ring can win you the game, but there are a ton of commons that can stop it. The Will of Sauron may seem too powerful, but again, a simple common card can get rid of it, providing a much better playing experience.

Eli Margolese-Malin Chapel Hill, NC

Middle-earth is pretty good, but I don't know if I'd call it balanced. For instance, I once tried to perch the Will of Sauron on Cow Nose's snout, but the damn thing kept falling off.

NOW YOU SEE IT

I was thumbing through issue #36 and happened to notice a mention of Meta-Deck Protectors on page 102. There were some nice cards lined along the bottom in Deck Protector sleeves. Let's see, we have Chaos Orb, City of Brass, Demonic Tutor, Savannah and... what's this? Sauron?!? One of your "Legends of Lore" characters from issue #29! Nice try, you Meta-Weenies.

Rob Rouland Vlenna, Austria

Okay, you caught us. But did you happen to notice the Invisible Stalker just to the right of the Chaos Orb?

SOUP'S ON

I love Rick Swan. One day a year, I eat a swan in his honor.

Tiago Ferreira Faro, Portugal

Good thing my name isn't "Rick Rottingsowguts."

CUTIE PIE

How come Mike Searle is the only cute guy at InQuest? Kate Griffin Carlsbad, CA

Okay, maybe Mike's the cutest. But when it came to Miss Congeniality, I kicked his ass.

Well, well, what's this? Cow Nose has dragged her mangy butt back home! Guess there isn't such as thing as a "Spelfire Interplanatery Champinship." And it looks like I'm going to have to spend the weekend teaching that dumb cat to spel. See ya next time!

SEND YER LETTERS TO: InQuestMag@aol.com or

INOUISITION 151 Wells Ave. Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

118US



SPECIAL REPORT Pro Tour: New York. Page 16.



Roleplaying Bible. Page 18.



New Edition Fever. Page 24.

PLUS:

- Nebula Award Winners. Page 18.
- RPG Meets Wall Street. Page 22.

Building a Better BattleTech

Wizards of the Coast will release the Commander's Edition, a version of the basic set with completely redesigned cards.

"This is the game we ideally would have put out the first time around," said Assistant Brand Manager Michael Brooks. The Commander's Edition is the third release of the basic game, following the limited and unlimited versions. However, it's much more than a

reprint set. While it includes cards from the original sets, there are also cards from the first four expansions. Cards that were broken or less useful were rotated out to make room for the new cards.

To better capture the feel of FASA's BattleTech universe, the new cards have more dynamic layouts and color has been added to liven up the backgrounds and to make it easier to distinguish cards by type. But the new set-which will premiere at the Origins

Game Fair in July—has much more than just cosmetic changes.

WotC has also adopted more user-friendly

packaging. Cards are available in either semipreconstructed starter decks or randomized booster packs. There are eight starter decks-four Clan (Ghost Bear, Jade Falcons, Smoke Jaguar and Wolf) and four Inner Sphere (ComStar, Davion, Korita and Steiner). Each starter deck contains a factionspecific card; these "high command" cards are only available in starters. With each starter deck you also receive a six-sided die, metal counters and a full-size rulebook. The

he BattleTech Trading Card Game (TCG) is new rulebooks include original fiction that getting a spiffy new paint job. This July gives insight into the factions and their part in the BattleTech universe. The 60-card starters will retail for \$8.99 and 15-card booster packs for \$2.99.

Another new addition to the game are homeworlds. The back of each starter box now represents that faction's homeworld. As in the games Doomtown and Legend of the Five Rings, you begin the game with your starter box in play and it grants your faction

a strategic advantage.

Also, in an effort to bring players more into the established BattleTech universe, the setting of the card game is now tied directly into what FASA is doing with their BattleTech games. The card mix and flavor text in the Commander's Edition update the game to the year 3058 and future expansions will correspond with FASA's latest plot lines.

Wizards of the Coast is committed to giving the BattleTech TCG full support. Over the next few months there will be numerous

sanctioned tournaments, including a series of national and international, culminating in the 1998 World Championships, which will be held this August at GenCon. Crusade, the first expansion to follow the redesign, is due out in November.

So how does all this affect players who own the old cards? Not much. The card backs are the same, making the sets fully interchangeable. More importantly, the pre-constructed starter decks should help bring more players into the game. "This is the point for new players to pick their faction and get in on the action." said Brooks. Jeff Hannes



Redesigned BattleTech cards reflect the high-tech future the game takes place in.

Remarked To B. O. Microste et the Coast Engage To B. O. Annua Passa. Shadaman To B. O. FASSA.

PRO TOUR NEW YORK

Finkel... Finally

While preparing for Pro Tour New York at a local game shop one of the younger players asked me: "Who's the best player in the world?" I responded with: "It's tough to say whether there is any one player who is better than the rest, but I'd say Ion Finkel is the most consistent." He wasn't satisfied with my answer, commenting, "But he hasn't even won a Pro Tour."

As the saying goes: That was then, this is now. Jon Finkel finally scored a Pro Tour win at Pro Tour New York held the weekend of 17-19 April, 1998.

Six times previously Finkel, 19, from Fanwood, New Jersey, had made the top 32 of a Pro Tour event, reaching as high as the semifinals of Pro Tour Chicago. But it took until the third Pro Tour held in the Big Apple for him to win the big one. "I can't believe I finally did it. I was feeling a lot of pressure," he said after winning.

Held at The Armory in Manhattan, Magic Pro Tour New York featured a booster draft format using two packs of Tempest and one pack of Stronghold for each draft round. Over three days, the top eight finishers had to draft five times.

Through the 14 rounds of Swiss-style play, Finkel went 12-1-1 and became the first player ever to win a Pro Tour when seeded first going into the top eight. He drafted blue and black at the end and made good use of the power cards Grave Pact and Tradewind Rider. "I was pretty lucky that I opened two really powerful rares in the colors I like," Finkel said about the final draft.



Finkel, now sporting orange hair, faced Dominick Grapuchettes in the final match.

His finals game against Dominick Crapuchettes was not close. The most important match of the tournament turned out to be a semi-final match against his long-time hometown rival David Bachmann, who was making his second semifinal appearance in a row. Bachmann had managed an extremely powerful draft deck including cards like Rolling Thunder, Lightning Blast and Fanning the Flames. Finkel won a very close game five when he drew a Rats of Rath, whose ability to destroy its owner's artifacts, creatures or land combos very well with Grave Pact, which forces your opponent to destroy

JON FINKEL'S TOP EIGHT DRAFT DECK

Clot Sliver Coercion Dauthi Horror Diabolic Edict Evincar's Justice Foul Imp Grave Pact Gravedigger (x2) Kezzerdrix Spinal Graft Torment Swamp (x9)

Mana Leak (x2) Mnemonic Sliver Power Sink Sift Thalakos Deceiver Time Ebb Tradewind Rider Whispers of the Muse Wind Drake Island (x7)

COLD.

Hibernation Sliver

ARTIFACT Scroll Rack

a creature every time you lose one. In the end Finkel was able to bury two of his creatures, forcing Bachmann to do the same, removing Bachmann's blockers in the process. Slamming the rats on the table with a wide grin, Finkel removed a pacified creature from play, and then smiled as his Kezzerdrix stormed through for the final four points of damage, and the match.

Notable in this Pro Tour were the strong showings of many established players. The top eight included Dominick Crapuchettes, Casey McCarrel, semifinalists John Chinnock

and David Bachmann (both of whom have previously finished in the top eight), and quarterfinalists Nate Clarke, Truc Bui and Mark Justice (all of whom have seen top eight action before).

A dark spot on this tour was that one of the world's highest profile players was accused of

stacking his deck while preparing for an important match. The players who say they saw it happen did not immediately report & their observations to the judge. It is not known if the cheating actually took place, and probably never will be. The player in question has denied all accusations and was not penalized.
Gary Wise

Roleplayer's Bible to Return

Palladium Books, publishers of RPGs like Rifts, will release the second edition of The Fantasy Role-Playing Gamer's Bible early next year. "Bible" author and gaming Insider Sean Patrick Fannon jokingly describes his book as "Everything you ever wanted to know about gaming, but thought you'd sound like a geek if you asked," and he's thrilled that it's finally returning to print.

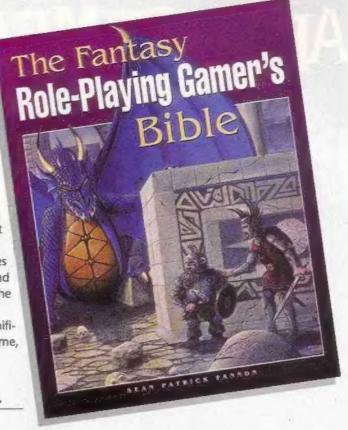
Originally published by Prima in 1996, The Fantasy Role-Playing Gamer's Bible was only distributed to major retail bookstores, rather than game stores, so it never reached its real audience. "Once I got the rights back, I was actually thinking of putting the whole manuscript on-line someplace, just so people could finally see it," Fannon said. "Then Kevin Siembieda (president of Palladium Books) approached me about updating it and publishing a second edition."

In addition to covering roleplaying basics, the book includes a history of the RPG business and a "game-opedia" of RPGs and gamer slang. Fannon said, "I wanted it to be fun instead of the usual dry list."

The new edition will include an updated history, with significant reorganization and revision of other sections. At this time, format and price haven't been determined.

Charlese Brasso

Everything you ever wanted to know about roleplaying but felt too geeky to ask.



Best of Science Fiction

The Nebula Awards for the best science fiction writing of 1997 were presented the evening of May 2 in Santa Fe, New Mexico. Unlike the Hugo Awards, which are voted on by fans, the Nebulas are voted on by the members of the Science Fiction and Fantasy Writers of America (SFWA).

More than 200 SF writers, editors and publishers packed the banquet room of the Hotel Santa Fe for this year's bash. Spirits were high—in spite of a failure in the hotel's air conditioning system. Attendees dined on buffalo steak and other Native American dishes, then sat back nervously for the awards. Allen Steele, whose novella "...Where Angels Fear To Tread" was on the ballot for 8est Novella, echoed the sentiments of several other nominees when he said, "If I

win, I plan to get royally drunk. Even more so if I lose."

Craig Engler of SF Weekly noted that all the nominees were especially strong this year. No one was willing to go out on a limb and predict who would win. The only "sure" thing was that venerable best-selling author Poul Anderson would be named as Grand Master: a title granted by SFWA to the most successful writers in the field.

When it was over, Vonda McIntyre had captured the Best Novel Nebula for *The Moon and The Sun*, an alternate history set in the court of King Louis XIV. Jerry Oltion's "Abandon In Place," a story about a ghost-rocket that revitalizes the U.S. Space Program, won for Best Novella.

• Charlene Brusso

BEST NOVEL The Moon and The Sun by Vonda N. McIntyre BEST NOVELLA "Abandon in Place" by Jerry Oltion BEST NOVELETTE "The Flowers of Aulit Prison" by Nancy Kress BEST SHORT STORY "Sister Emily's Lightship" by Jane Yolen SFWA GRAND MASTER Poul Anderson

WE LOOKED IT UP



PESTILENCE (Pes+ta+lentz)

1. Any widespread, often fatal, infectious or contagious disease, such as cholera or the bubonic plague. 2. One of the four horsemen of the apocalypse, along with War, Famine and Death. 3. Black Magic enchantment that does one point of damage to all creatures and players for each pumped into it. 4. The eerie quiet after the exterminator has visited your house.

MACHURS ACTED

Cantrippin'

Cantrips are cards which—while not a primary function allow players of the card to draw a card. Spells like Ancestrai Recall or Braingeyser are not cantrips because these have drawing as their primary function. They do include cards like Touch of Vitae and Abeyance, both of which do something besides allowing you to draw a card.

BLUE 2.0 BLACK 2.3 11 CHEFF 10 RED 2.1 10 AKTIFACTS 2.4 8	191
BLACK 2.3 11 GREET 10 RED 2.1 10	21
Chiefe 11 10	
E5 27 10	
ARTIFACTS 2.4 8	
TOTAL Tomb	72

MAGIC PLAYER

JON FINKEL, 19, from Fanwood, New Jersey DCI STANDARD RATING: 2021 (6th in world)

SECRET OF MY SUCCESS? I just like playing Magic a little too much for my own good. I also have an analytical mind, which is good for Magic.

FAVORITE COMBO IN BOOSTER DRAFT? I don't usually like combos In booster draft, so I'd have to say my favorite combo is Spinal Graft(s) with multiple targeting permanents. It makes Spinal Graft into a very versatile card.

MOST POWERFUL CARD IN STANDARD? Cursed Scroll

FAVORITE TV SHOW? Seinfeld

KINDA CAR I DRIVE: 92 Mitsubishi Mirage IF I WERE AN ANIMAL I'D BE AN: Eagle. Being able to fly would be amazing.

810 IN BRIEF: Don't panic! Yes, Jon Finkel's smiling face stared out at you from this space a mere two months ago. But inQuest isn't doing reruns. It's just that Jon is the first player to twice rank as InQuest's Magic Player of the Month. You last saw him here in issue #37 after he'd won the Rio



De Janeiro (Brazil) Grand Prix. Well, he's here again after winning Pro Tour New York this past April (see this issue's Special Report on page 16). Finkel now has 12 Pro Tours (three as a iunior) to his credit and has accumulated enough Pro Tour points to assure him a spot at this August's world championships.

Game Companies Going Exclusive

Getting your hands on the latest Xena RPG module, Middle-learth CCG expansion or Dark Conspiracy sourcebook may have just gotten tougher. The companies that make these products have all announced exclusive distribution deals.

Ken Whitman, president of Archangel Entertainment, publishers of the Groo card game and Zero and Dark Conspiracy RPGs, said at the Game Manufacturers Association (GAMA) trade show that Archangel plans to distribute exclusively through Chessex in the United States.

Iron Crown Enterprises (ICE), publishers of the Middle-earth and Warlords CCGs, also announced a distribution deal with Chessex but it's "a hybrid posture," according to ICE president Peter Fenion. "We're not going exclusive, we're more or less going direct using Berkeley and Chessex as fulfillment partners," he said.

And West End Games is also making a move. "We have signed an exclusive deal with Chessex," West End Games President Scott Palter said, "but it is for Hercules and Xena [RPGs] only."

Why are game companies making these moves? According to Palter, "We've changed our method of selling from passive to active. I believe this will give us better sales, especially



To get ICE products like the Middle-earth CCC retailers will have to go through Chessex, Berkeley or deal directly with ICE.

of backlist, and also will give us better in-store support." Fenion agreed, saying: "The gamer is going to see more demos and more product."

Steve lackson of Steve lackson Games disagrees. "It's hard for me to believe that they could be getting better sales or service by refusing to sell to other distributors," he said. "But I don't know the terms of the deals."

Palter admits that the deal may have some pitfalls, such as the loss of business from other distributors, but is confident that it will ultimately result in "better distribution, with more intelligent marketing partnerships of manufacturers, distributors and retailers."

Bottom line—what does this mean for gaming fans? "There may be fewer stores with our products," Palter admits. "But the stores that do carry our line will offer much better product selection, in-store support and events," he said.

"It will probably make some of their games harder to find," counters Jackson. "Retailers who don't find the right dis- 🚆 tributor just won't have the line."

RPG Meets Wall Street

TOP 10 CCGS

- 1. Magic: The Gathering
- 2. Babylon 5
- 3. Star Wars
- 4. Legend of the Five Rings
- 5. Aliens/Predator
- 6. BattleTech
- 7. Star Trak: TNG
- 8. Shadowrun
- 9. Middle-earth
- 10. Highlander

TOP 10 RPGS

- 1. Advanced Dungeons & Dragons
- 2. Vampire
- 3. Rifts
- 4. Star Wars: The RPG
- 5. Shadowrun
- 6. Deadlands
- 7. GURPS
- 8. Werewolf
- 9. Mage
- 10. Trinity



"But officer, swapping Glorantha supplements isn't

insider trading."

erature," says Stafford. His plan calls for Issaries to debut the newcomer-friendly Glorantha: An Introduction, by Stafford and Rob Heinsoo in January 1999. Spring 1999 should see The Hero Wars, a Glorantha-based RPG by Robin Laws (Shadowfist, Feng Shui). "This is the game we used to call HeroQuest," says Stafford, referring to the nigh-legendary game originally announced in 1978. Regular bimonthly supplements and a licensed computer game arrive later in 1999.

Issaries Corp. was set up to

bring back one of role-

playing's first worlds: Glo-

rantha, setting of the

original RuneQuest RPG

fantasy world whose deep

mythological basis— accu-

mulated for over 22 years

of writing—offers depths

unparalleled in fantasy lit-

inquiries only). **Beth Fischl**

"Glorantha is a unique

released in 1977.

Issaries, named for the Gloranthan god of trade and communication, hopes to raise the money it needs by selling \$100 shares of stock to Glorantha's loyal "tribe" of fans. Interested? Act fast: A thousand shares will be sold, and Stafford says he has already received more than 500 inquiries. Check out Issaries' website at http://www.glorantha.com/issaries.html or contact Stafford at (510) 595-2440 (serious

peculative fiction is taking on a whole new meaning at Issaries Corpo-Pration, which is selling "stock" in its new Glorantha roleplaying game.

Founded this past February by Chaosium president Greg Stafford,

BIGGEST MOVER



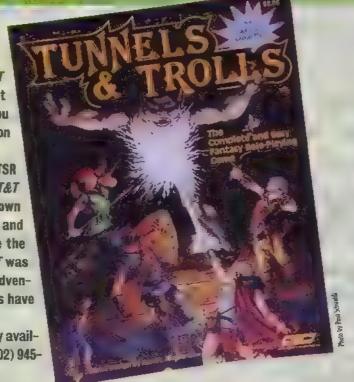
BLASTEROMETHERAST

NAME: TUNNELS & TROLLS **ORIGIN: Flying Buffalo, 1975** TYPE: Fantasy roleplaying game

CONCEPT: Roleplaying is fun, number-crunching isn't. 7&T was targeted at people who liked the idea of roleplaying but hated the math. Most monsters have only one number, you use only six-sided dice and cumbersome mechanics like weapon speed modifiers and alignment don't exist.

LEGACY: Simplicity and creativity. *T&T* was the first non-TSR roleplaying game and didn't get much support. To make a T&T campaign sing the GM had to be creative by making up his own adventures, monsters, magic items or liberally borrowing and adapting them from better supported systems. But since the game's mechanics are so simple this wasn't difficult. T&T was also the first RPG to have solitaire (and often whimsical) adventures released for it. To date more than 30 such adventures have been published.

AVAILABILITY: The 5th edition, published in 1979, is widely available and can still be ordered directly from the publisher at (602) 945-6917 or www.flyingbuffalo.com Tom Slizewski



NEWS BITES Once! sneezed and my head blew clean off."

Decipher's Star Wars CCG Special Edition expansion, due out in November, will have fixed starter decks and be playable out of the box. It will also include the long-awaited second edition rules.

Decipher is sponsoring beginner tournaments for the Star Wars CCG. New players only will have access to the tournaments. But Decipher is inviting established players to take part in the event as "mentars" for new players. The winning player and "mentar" from each tournament will win exclusive prizes and be entered in a drawing for an all-expense paid trip to Decipher HQ.

 Cactus Game Design is planning to rework the starter decks of its hibital CCG Redemption with new and improved cards, prior to the release of their next expansion, Warriors.

* Steve Jackson Games (SJG) announced it is developing a Garps CD-ROM.

The next expansion to SJG's Illuminati CCG will be titled Bavarian Fire Drill and is due out this Navember.

This winter, Activision is planning to release an action/RPG CD-ROM game based on Five Rings Publishing's popular card and roteplaying game LSR. Titled Legend of the Five Rings: Ronin, players take the role of a young samural who must travel to seven cities, training in magic and the fighting art of Kenjutsu, to rebuild an artifact that will help defeat on evil creature.

Red Orb Entertoinment is developing a 3D sequel to *Prince of Persia*, for release early next year.

Psygnosis will release a sequel to the classic strategy game Sentinel this August, for the Sony PlayStation and PC, which filmmaker John Carpenter ("Halloween," "Escape from New Yark") will score.

 Virgin Interactive's upcoming action-shooter Recoil puts you in control of a futuristic vehicle that can merph between a rapid-motion tank, hovercraft, emphibious war machine and submersible.

The creators of X-COM are working on Virgin Interactive's Duel: The Mage Wars, a PC game where players must learn to summon creatures to survive an alternate reality. 36 players will be able to compete against one another in Duel.

Interplay will release Star Trek. Starfleet Command, the first-ever Star Trek strategy game for the PC. The real-time game uses footoge from the classic "Star Trek" TV series and films, and allows gamers to compete as Federation, Klingon, Romulen, or other unrevealed races, in single or multi-player games. Interplay will also release the Klingon version of its Starfleet Academy series, Klingon Academy, this October.

Dragonlance creators Margaret Wess and Tracy Hickman recently turned in the first manuscript for their new epic fantosy trilogy to Det Rey, and have began writing the third novel in the Starshield series.

Game company Interplay has a new film division working on bringing its popular video games to the screen. Games that stand a chance at being turned into TV or film projects include Descent, Stanekeep, Carmageddon, Redneck Rampage, and Fallout.

* TNT has picked up the Oliver Stone-executive produced Witchblade series, based on Top Cow's comic series of the same name. Look for it to debut in the '98-99 season, with a two-hour episode.

NBC was unable to find a leading lady for its **Wonder Woman** series, and has pushed its launch back to midseason '99.

"Sam Hamm, writer of the first Batmon film, has been brought in to re-write the Fantastic Four feature film that Chris ("Home Alone," "Mrs. Doubtfire") Columbus is set to direct for Fox.

Warner Bros. is rumored to be considering costing Kurt Russell in its next Batman film.

Warner Bros. has shelved its liveaction Superman film, blaming its \$125+ million budget, and script problems.

Joss Wheden is developing a spinoff series to "Buffy the Vampire Slayer" for the WB Network.

Universal is developing a feature film based on Ray Bradbury's sci-fi novel "The Martian Chronicles," for release in 1999 Republic Pictures has launched a website for its video release of the Fax vampire series "Kindred: The Embraced," based on the White Wolf's Vampire mythos. Fans can get info on the characters, clans, storylines, and info on the unaired episade. www.kindredemb.com

* Fox has ordered 13 episodes of a new animated series from "Simpsons" creator Matt Groening titled "Futurama." Expected to premiere after next year's Super Bowl, it's a sci-fi comedy about on Earth man frozen in time, who wakes up hundreds of years in the future and teams up with a group of aliens.

"South Park" creators Trey Parker and Matt Stone have renegatiated their contract with Comedy Central, guaranteeing their involvement with the show for at least **mother 50 episodes**, well through the year 2000

 Parker and Stane are also currently working on a "South Park" feature film, which they guarantee will carry an R rating.

■ By Sean (Sean Jordan@aol.com)

Jordan & the Influest staff

New Edition Fever Strikes

This year, everything old is new again. As the millenium draws to a close, game companies are polishing up their lines and releasing new editions of classic games. Shadowrun, RuneQuest, Vampire and even mainstays like Call of Cthulhu and BattleTech are being reworked. But why the sudden rush to rewrite?

One thing it has little to do with is the rules. Although specific systems might be changed, like the magic rules for both Call of Cthulhu and Shadowrun, or the virtues in Vampire, the owning companies were all quick to insist that the new versions would be completely compatible with earlier ones. Most wish to avoid the words "new edition," fearing it suggests flaws in the prior version; the polite term is "revised and updated."

So why "revise and update?" The big reason is the march of time—both fictional and real. Games like Vampire and Shadowrun have constructed elaborate settings over the past decade and the redesign is a chance to take the changes that have occured into account. The inception date for the new Shadowrun is several years after the previous edition's, allowing new characters to look back on previous books as history. New alien races in Call of Cthulhu will allow for more modern play.

Meanwhile, in the real world, games fall prey to "knowledge creep." As time goes on, more information becomes available about a game in various supplements, requiring

new players to buy dozens of books. A new edition puts all those important rules in one place, According to Rett Kipp of FASA, a new edition also serves as an entry point for new players.

The other reason for new editions is artistic overhaul. Everyone wants the chance to redo old art and tired writing. Eric Rowe of Chaosium said that the notquite-Sixth Edition of Call of Cthulhu



Shadowrun 3rd features new cover art. The first new cover since 1989.

will be reorganized and also contain a copy of the short story by H.P. Lovecraft that gave the game its name.

But why are all of these companies releasing their revised editions now? Every company denied any particular connection other than coincidence. "It just seemed like the right time," said White Wolf's Greg Fountain. Rowe offered a more practical reason: "We used up the last of our print run." Kipp confided, "Frankly, we had to."

Jason Schneiderman

Neutral Ground Expands

of Wizards of the Coast's dream to make gaming as big as the movies is going to come true, there will have to be movie theater-like franchises. Neutral Ground hopes to be the first of these.

The well-known East Coast tournament and game center has announced it is merging with two other leading tournament centers located in Georgia and California. No More Kings, Inc., the operator of Neutral Ground in New York, has united with "Match Play" of San Francisco and "The Warzone" of Atlanta under the Neutral Ground label.

"I feel that Neutral Ground is probably the most valuable intellectual property in gaming next to Magic: The Gathering," said David Doust of the new Neutral Ground: Atlanta. "This will enable us to combine three of the most well-known entities in the site-based entertainment business to create the first ever national tournament center chain."

The new-found franchise is already looking to expand. Neutral Ground has announced it is looking for more qualified sites to join under its banner. Affiliates will enjoy discounts on gaming merchandise and share in other benefits of allying oneself with a "name" business.

Will the future see a Neutral Ground franchise in every neighborhood? If WotC realizes its dream, they'll be there right next to the multiplex.

Alex Shvarisman



 Previously, moving an enchantment from one permanent to another with Grown of the Ages or Enchantment Atteration would cause it to be treated as though it was just east. This rule has been repealed. You no longer get to play frog Tongue's coming-inte-play ability or choose a new color for Ward of Lights when these enchantments are moved.

• Phase abilities are played by the active player but controlled by their source's controller. For example, if your opposent has a Bottomiess Pit in play and it's your upkeep, you choose when to play the discard ability. However, if the Pit causes you to discard a Guerrilla Tactics, the second ability of the Tactics will trigger. This ruling also causes Verdant Force to work correctly without the need for errata; the controller of the Force gets the Saproling tokens.

Snow-covered status is no longer considered to be part of a land's type;
 it's a completely separate attribute. For example, you can't name "snow-covered mountains" when you play Shimmer, and if you name "mountains," both snow-covered and non-snow-covered mountains will gain phasing.

EDBATA

When a Licid's ability resolves, it loses all abilities, net just the Licid ability. While this change has little affect on the Licids themselves, it climinates some very unusual situations that occurred when a Shapeshifter changed forms while in a Licid enchantment state.

SPECIFIC CARD QULINGS

Although Dream Halls has odd wording, it's really just a simple continuous ability. If you use your opponent's Dream Halls to pay the cost of your spell by discarding a Mangara's Blessing, the Blessing's second ability won't trigger.



Why is it that the #2 pencil is the most popular and yet it's still the #2 pencil? If you try to fail and succeed, which have you done? Weighty questions like these are what we spend our time thinking about here at IQ Confidential. Except of course when we hear about groovy goings-on in the game biz, then we stop pondering and start writing:

• Iron Crown Enterprises (ICE) has begun development on the Middle-earth Battle System, a miniatures game set in J.R.R. Tolkien's fantasy world. The game will be fast-playing and utilize the one-roll resolution dice system from ICE's popular Silent Death sci-fi miniatures game. The basic set is scheduled to have a large selection of forces to choose from, including men, orc tribes, dwarves, elves and the armies of Gondor. The project is being headed by Tim Goodlett, designer of Explosive Decompression (a sci-fi miniatures game due out this summer). ICE is hoping the Middle-earth game will be on the shelves in the first quarter of '99.

• Eden Studios has sent out playtest versions of a non-collectible card game based on its Conspiracy X RPG. Titled Abduction, the game has simple mechanics along the lines of Archangel's Groo and Atlas Games' Lunch Money card games. Plans call for the 72-card decks to debut at this year's GenCon.

• Talk on the Five Rings Publishing mailing list hinted that its planned "Rolling Thunder" release schedule will be modified. One proposal had the planned nine Hidden Emperor releases (50 cards each month for nine months) "collapsing" into three releases spread three months apart (each of these bigger releases would have 150 cards). Another proposal had the planned 15-card boosters for \$2.99 go to eight card boosters for \$1.99.

• **Dream Pod 9** is shrinking. Well, the scale of their miniatures, anyway. Starting this summer, DP9's line of *Heavy Gear* mecha will be released in 144th scale as opposed to the current 87th scale. The new four-part minis will continue to be sculpted by miniatures giant (ha, ha) RAFM.

• Pinnacle Entertainment has been hinting for some time that there will be big news this summer for fans of their Deadlands RPG. The payoff will come this August with the release of Deadlands: Hell on Earth. Pinnacle is calling it a whole new setting unlike anything you've ever seen. It'll be written by acclaimed Deadlands author Shane Lacy Hensley.

That's all the writing we have for this month. Back to contemplating things like: Why do they call them hemorrhoids when the more appropriate term would be asteroids? Save us from further brain pain by sending us some tidbit to write up at: IQSecrets@aol.com

REVIEWING **BELEASES** IN GAMING

Jabba's Palace

4mm...Slave Leia..."

"It's here! Jabba's Palace has arrived, and players everywhere are rejoicing. Finally, we get the long-awaited Jabba the Hutt, as well as the always-popular "slave" Leia. Plus this set, which focuses on the first part of "Return of the Jedi," includes more aliens than you can shake a gaffi stick at. There are plenty of recognizable characters, like Bib Fortuna and Salacious Crumb, but there are also dozens of enhanced images of people and places that were only barely on the screen, which means that many of the new cards will be unfamiliar to most players. In a very short amount of time, that will change.

Looking at the set, the first thing that jumps out at you is the beautiful imagery and artwork. It's easily the most colorful, detailed expansion Decipher has produced. There has been quite a shift in the lore text. Gone are the punny jokes and cutesy phrases. Some of the cards still have humor, but they have a much more "Star Wars" feel. A great example is the text for the Jawa char-

acter R'kik, Hero of the Dune Sea: "A tribe of Tusken Raiders, a herd of angry banthas, a raging krayt dragon and R'kik. Minutes later, the Jawa emerged from the Dune Sea, a bantha tusk over his shoulder." Cooll

Oxay, so "Star Wars" fans are sure to be jazzed by the set, but what about the players? One of the most significant things this expansion introduces—or reintroduces—is the revival of theme decks. There are cards in Jabba's Palace that allow players to make a Jawa or Tusken Raider deck without fear of getting punished for playing with duplicates. Cards like Double Laser Cannon-a sevendestiny weapon that can make a Sandcrawler immune to attrition less than five-and the power-three R'kik are exciting additions to theme-minded players.

Many players will also be pleased to see cards that make several of the "worthless" premiere cards playable. Dust off those Plastoid Armors and Tusken Breath Masks. Thought those Utinnis were useless? Think again. Jabba's Poloce is loaded with cards that will have you digging up those old cards.

Besides the obvious power cards like labba,



JABBA'S PALACE

GAME: STAR WARS CCG PUBLISHER: DECIPHER GENRE: SPACE OPERA SET SIZE: 180 CARDS

RELEASE: MAY 1998 PACKAGING: 9-CARD BOOSTER PACKS SUGGESTED RETAIL: \$2.50 PER BOOSTER



the new Artoo, etc., tournament players will enjoy a few new rules. First off, characters with more than one uniqueness dot are now non-unique. Sorry Minyoon! Also, the Dark and Light Sides both get a new type of card the starting interrupt. After you choose your starting location, you can play one starting interrupt from your deck.

Currently, there are only two starting interrupts—The Signal and Twi'lek Advisor. Both let you start the game with an effect that doesn't have a deploy cost. That means you can play defensive cards like Do or Do Not and There is No Try and not have to worry about when they come up in the game. You can also be more devious, and start with Nightfall—or Sunsdown—and try

for a spy attack deck. This landmark addition to

the game will have tournament players everywhere reconsidering their strategies.

Decipher has done something else for the first time. Instead of fixing abusive cards with magic bullets, they've designed cards that target overall deck themes instead. For example, the Dark Side effect Cane Adiss lets you deploy cards—ignoring all restrictions at a non-shielded planet location where your opponent just initiated a Force drain. Is your opponent abusing the Dagobah cloud drain? Watch out! Here comes the Rancor!

labba's Palace certainly has a lot to absorb, and it might be quite some time before some of the more obscure combos rear their heads. But for now, one thing is clear: This is the cleanest, sharpest, most exciting expansion to date. 🔳 Jason Robinette

- Theme decks are here! You want to play the Jawa-Jedi deck? There are enough cards to do it now.
- 88. count 'em, 88 new aiiens.
- Mmm... Slave Leia...

- Where's Jedi Luke?
- · With so many unknown aliens, there are a lot of rares that people won't be thrilled to receive. "Another Woof?!"

Hutt Smooch, Ugh.











Underworld

The world of organized crime is the focus for the first expansion set for the Shadowrun: TCG. The set of 140 cards features new runners from the big syndicates—the Mafia and the Yakuza-and Lone Star, the top cops. For the most part, the new cards focus on these new themes. expanding the game by giving you new deck-building options.

Most of the locations, challenges and special cards in the set deal with the criminal underworld, with locations like the Mafia-controlled Docks, the Black Market and Lone Star Lock-Up and challenges like Yakuza Assassin and Lone Star Beat Cops. There are no new cyberdecks or programs for deckers in the set, and no new cyberware, but there are new spells, weapons and gear galore, including my favorite new weapon, the Baseball Bat.

There are more than 50 new special cards, including more drones for riggers, totem cards for shamansspecials which give shamans certain bonuses-and Gang HQ cards that make all gangers you control members of the same gang with specific bonuses and drawbacks. My favorites

are two new specials that let you make other runners commit suicide: Seppuku and Suicidal Tendencies. Hey, no one said the Underworld is a pretty place.

In addition to all the cool new toys, the best thing about *Underworld* is that it allows for more customized deck-building and theme decks for the game. The new card selection lets you build a Mafia, Yakuza, Lone Star or Ganger deck fairly easily. Theme decks tend to be very effective in certain areas—a Lone Star deck has all sorts of ways to frag over Mafia and Yakuza runners and vice versa—but they are also vulnerable to certain challenges and specials that specifically target them.

A lot of the special cards in Underworld are only effective for certain types of runners, so they work best with a tightly

themed deck. Players looking for

more general-use cards may be a

little disappointed, but there are still plenty of new toys, and most of the

objectives and gear work just fine

in any type of deck. If you're look-

ing for new and interesting ways to

expand your deck-building options

for Shadowrun, along with some

runners after, take a walk on the

dark side. Steve Kenson

GAME: SHADOWRUN: THE TRADING CARD GAME

PUBLISHER: FASA

DESIGNERS: MIKE NIELSEN AND JIM NELSON

GENRE: CYBERPUNK FANTASY

RELEASE: MARCH 1998 SET SIZE: 140 CARDS

PACKARING: 15-CARD BOOSTER PACKS SUBGESTED RETAIL: \$2.99 PER BOOSTER PACK

"Seppuku and Suicidal Tendencies-No one said the underworld is a pretty place."



AD&D: Jakandor: Isle of Destiny

The first Jakandor supplement received a perfect score from us. No reason not to think it won't be the same this time around with the second in the series. Isle of Destiny has you playing the role of a mage or apprentice defending the land from incoming barbarian hordes, TSR, 112 pages, \$21.95.

AD&D: Player's Guide to Greyhawk

Grevhawk returns and this is your guidebook! The Player's Guide features new legends and deadly dungeons for your PCs to explore, as well as special classes, national backgrounds and new kits unique to the world of Greyhawk. TSR. 48 pages. \$13.95.

AD&D: The Fall of Myth Drannor

The ruins of Myth Dranner are famous in the land of Faerun, but the details of the collapse that marked the end of the Arcane Age have been lost to time-until now Your heroes will not only discover Myth Drannor's secrets, but play a part in the pivotal events that shaped Forgotten Realms' history. TSR. 64 pages. \$13.95.

Blue Planet: Archipelago

The first supplement for the Blue Planet sci-fi RPG details Poseidon's largest and most heavily settled island cluster, the Pacifica Archipelago. This detailed tome includes descriptions of key groups, notable NPGs, new flora and fauna and several precise maps. Numerous adventure seeds will be sure to help you kick-start a campaign. Biohazard Games. 128 pages. \$18.95.

Call of Cthulhu: No Man's Land

The setting is WWI, the Arden Forest. You are members of the famous Lost Battalion, confronted not only by the Germans, but also by the arcane forces of the Cthulhu Mythos. Can the power of your Browning automatic rifies defeat the mysterious Lliogor? Chaosium, 64 pages, \$14.95.

Changeling: Kingdom of Willows Explore the changeling kingdom of Southwest Concordia. This book uncovers the secret conspiracies of the noble courts and the commoners, and even unravels a few mysteries. The first in a series of setting books that will span Concordia and beyond. White Wolf Games, 174 pages, \$18.

Conspiracy X: The Unseen Hand: The Black Book Sourcebook

Men have labeled you "sples," "traitors" and worse Long associated with covert ops, classified material and undisclosed funding your organization has come to be known by the name of the very projects you're assigned; you are Black Book. This sourcebook gives players all the inside info on Aegis' major rival. Eden Studios. 180 pages. \$20.

cool new objectives to send your

Tribe 8 Rulebook

Tribe 8 is a roleplaying game set in a tribal future, where heroes are blessed with mystical insight and marked by destiny. They must struggle to build a new society from the ashes of the old, fighting against allen horrors and the Fatimas, avatars of the Goddess. Contains world background, character creation and interaction rules, and a new system for running magic called "Synthesis." Dream Pod 9. 240 pages, \$29.95.

Earthdawn: Cara Fahd: The Ork Nation From across Barsaive, thousands of orks have come to rebuild their ancient homeland Cara Fahd. This sourcebook describes the leaders, people, history and secrets of this reborn realm and provides details on the ork tribes that form its military might. FASA. 136 pages. \$18.

Galaxy: The Arena

A sequel to the popular Titan: the Arena noncollectible card game, Galaxy: the Arena substitutes strength cards with fleets of spacecraft. Each fleet has unique strengths and capabilities, adding new depth of gameplay to the Titan system. Avaion Hill. \$27.

Magle: The Gathering: Exodus

A buyback counterspell? The largest spike yet? An artifact licid? Yep. Magic's latest set is packed with 140 new cards which will throw a bunch more curves into the game. Wizards of the Coast. 15-card booster packs; \$2.99 per booster.

Marvel Super Heroes

Wolverine vs. Sabreteeth. The Fantastic Four vs. Galactus. Doctor Doom vs. the Impossible Man. Marvel Super Heroes is back with a brand-new system incorporating the SAGA game rules. If you love comics and roleplaying, this is a no-brainer that even the Mindless Ones would love. Boxed set. TSR. \$24.98.

Men in Black: Instant Adventures

You've got the suit. You've got the glasses. Now, it's time to get the bad guys. This supplement includes nine missions which can be run with any campaign at a moment's notice. West End Games. 96 pages with 4 color card sheets. \$18.

Noble Armada

Command frigates, destroyers or dreadnoughts as you seek to carve a flefdom from the stars! A standalone starship miniatures game, Noble Armada fits into the setting of the Fading Suns releplaying universe for those dischuckers who want to involve their characters in starship combats, Holistic Designs, \$55.

Rifts World Book 17: Warlords of Russia This sourcebook for Rifts includes details on various political and military groups revolving around the Warlords and their Aussian cyborgs-as well as ideas for enemies and adventures. Hammer and sickle not included. Palladium Books. 204 pages. \$20.95.

Trinity: Technology Manual

Technology influences every aspect of 22ndcentury life. The Technology Manual presents an incredible array of devices, from palm-sized minicomps to deep-space freighters, repeating lasers to vocoders. Not to mention the nifty biotech toys. White Wolf Games. 136 pages. \$16.

Alternity Gamemaster Guide

To real surprises. That was my first Mimpression upon reading through this, the companion book to the Alternity Player's Handbook. found more than a few nuggets of the AD&D Dungeon gold that ensured that this book gets listed as a "must-have" for anyone who is serious about running an Alternity campaign.

The majority of the tome is dedicated to giving perspective on each of the sections found in the Player's Handbook to the GM. Virtually every chapter in that book is covered again here, much in the same way that the AD&D Dungeon Moster's Guide does for the AD&D Player's Handbook, That's the part you expect.

Fortunately, the authors improve on the original model by providing excellent examples and sidebar information that will help even expert GMs get a stronger handle on how to run this game. I am especially impressed with the "It's Your Game" sidebars that crop up frequently, exhorting the prospective gamemaster to take the bull by the horns and run their game the way they want.

I was really excited about the additional

sections that give nearly complete instructions on how to build and use spaceships, create planetary systems and their populations, and even how to construct entire universes and set up a star-spanning campaign. There is stuff here that I would recommend to people regardless of what game system they were running. Would you believe there is even a more-than-cursory attempt at providing conversion rules for bringing AD&D characters into Alternity? Spelljammer meets "Babylon 5" anyone?

There are a couple of points I have problems with. The most popular part of the book will undoubtedly be chapter 16, where it introduces the FX system, which allows for magic,

faith, super powers, etc.; the authors really should have expanded on that a bit more and provided more examples. Hopefully, there

will be a follow-up book to support this later. I would have also liked to have seen a more detailed and rulesoriented approach to creating alien races for the game; the method they provide is too open-ended and lays

Ultimately, however, this book makes the whole Alternity game more accessible than the Player's Handbook could manage alone. The combina-

too much upon a new GM.

tion gives a solid game an even more 💆 solid foundation. **Sean Patrick Fannon**



"This is much

more than an

edited version of

Master's Guide."



GAME: ALTERNITY PUBLISHER: TSR

MITHURS: RICHARD BAKER AND BILL SLAVICSEK

DEVELOPER: DAVID ECKELBERRY

GENRE: SCIENCE FICTION/SPACE OPERA

FORMAT: 250-PAGE HARDGOVER

RELEASE: MAY 1998 SUGGESTED RETAIL: \$29.95













Mage: The Sorcerers Crusade

The trouble with innovation is that you can only do it once; after that, it's repetition. This is what makes reviewing White Wolf's historical games so difficult. Each one is a remake of a

previous game, moved backwards in time from today's World of Darkness to a point in its past where the rules are slightly different. They stand somewhere between "brand new game" and "third edition"; there's a new setting and more polished mechanics, but—whether you're in medieval times or modern—Vampire is Vampire.

The latest in the series is Mage: The Sorcerers Crusade, a reworking of Mage: The Ascension set in Europe during the Renalssance. Unlike the modern game, where the mages are desperately fighting to keep magick alive as science closes in, the war for reality is still up for grabs here. Either the mystic Traditions or the Order of Reason could win the day and, for the first time, players get the chance to take either side

"Dead" traditions, like the Ahl-i-Batin and the Solificati, are presented in all their glory

along with the groups that will one day grow into the great and powerful Technocracy, such as the Cabal of Pure Thought and the High Artisans. The rules for magick are turned upside-down; summoning an elemental or praying for a miracle would be considered "casual magic" while using a pistol borders on "vulgar." And Paradox, the bane of modern magi, is replaced by the Scourge, which can be either helpful or harmful depending on intent.

The other side to these changes is a renewed emphasis on how magick is performed. There are several magickal styles detailed in the game; you're expected to choose one as the means by which your character changes reality. This makes sense: A priest from the Celestial Choir wouldn't use the tools of the pagan Verbena. Components and rituals become key game elements in a way that they never were in Mage, a difference that adds a lot of flavor.

Beneath the changes, though, you've still got the best of the five Storyteller games. If you've never played, you've missed out on one of the best magic systems ever in a roleplaying

game, one that allows you to do anything you can dream up if you've got the skill

SORCERERS CRUSADE

GAME: MAGE: THE ASCENSION
PUBLISHER: WHITE WOLF

DESIGNER: PHEL BRUCATO GENRE: FANTASY RELEASE: MAY 1998

PEWAT: 296-PAGE HARDCOVER

SUGGESTED RETAIL: \$28

"A perfect change from the usual fireballfantasy fare."

and the will to do it. The game still runs on the classic White Wolf engine, familiar to World of Darkness players. However, there's no text cut-and-pasted from Mage either; it's all been completely rewritten and updated. There may never be a third edition of Ascension, but this will do in a pinch.

Mage: The Sorcerers Crusade is the newest of the historical games and the most different from its source. It's also the best. For those who've never played Mage before, it's a perfect change from the usual fireball-fantasy fare. For those who have, it's the game you love in a new setting packed with possibility. Jason Schneiderman



THE GOOD

- If it wasn't broken, they didn't fix it.
- Sorcerers Crusade emphasizes style over power: Just because you can do anything doesn't mean that you will. It also codifies magickal ways and means in a manner that M:TA doesn't.
- After the sale of Ars Magica, Mage was a game without a past. Sorcerers Crusade fixes that, giving such mainstays as the Order of Hermes and the Tremere vampires a new foundation.
- it's a beautiful book, from the gold-embossed cover to the full-color art by the Hildebrant Brothers to the opening story by Storm Constantine.

THEDAD

 Do tertiary abilities get five or seven points? Why do the astronomy-oriented Gelestial Masters and the secret police organization called the Ksirafai have the same magickal affinities? Like scratches on a golden vessel, the few inconsistencies in a product this good stand out.

THE HALY

- The examples suggest that the sphere of Spirit in M:SG replaces Entropy as the fallback sphere for coincidental magick, with "I ask God to do it" as the substitute for "There's a random chance that it happens." Storytellers beware.
- There's a huge, screaming typo on the character sheet.













"You think you've seen it all? Try facing a mind flayer lich."

The Illithiad

The dreaded mind flayer has long been an AD&D favorite. Unfortunately, they have gotten little more press than an entry in the Monstrous Manual. With the release of The Illithiad—the latest volume in the "Monstrous Arcana" series—these brain-suckers finally get their due.

Presented as the findings of a merchant sage named Wakeman, *The Illithiad* sets out to present their disgusting, horrific culture in all of its slimy detail.

Much of the book is devoted to providing the DM with background and insights on illithid culture. There are essays

on mind flayer anatomy and life cycles, philosophies, theology and a

could make the basis

for a cool illithicentric

campaign. Since psion-

ics are so integral to

running mind flayers,

there is also a chapter

devoted to the disci-

plines mastered by the

illithid, plus new powers

unknown to mortal



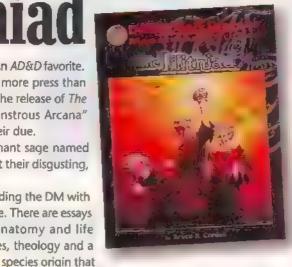
BAME: **AD&D** Publisher: **TSR**

AUTHORS: BRUCE R. CORDELL

GENRE: FANTASY RELEASE: APRIL 1998

FORMAT: 96-PAGE SOFTCOVER

SUGGESTED RETAIL: \$19.95 CONTAGT: WWW.TSR.COM



man. Introducing psionics into a campaign can be tricky, and the author provides helpful tips on integrating them smoothly.

The Illithiad provides the DM with practical tools as well as background material. There's an entire mind flayer colony for PCs to visit (one way or another), giving them the perfect chance to discover the illithid secrets revealed in this book. There are new illithid mutants to take on—you haven't seen it all until you've faced an illithid lich—and new toys to plunder, such as psychic swords and brainmates.

One gripe: The book could have been organized a bit better; in several spots, intriguing concepts are introduced and promptly dropped, only to be taken up again in later chapters. A bigger drawback is the price point. Though the color illustrations are handsome and lend the book tremendous atmosphere and character, 20 bucks is a lot to pay for eye candy.

Overall, The Illithiad is a solid and entertaining work. DMs planning high-level forays into the Underdark will likely find it an indispensable investment. Thanks to the high price, however it isn't a book for the merely curious. Paul Sudlow

Dungeon Builder's Guidebook

The Temple of Elemental Evil or the Decent into the Depths of the Earth-related adventures? Now it's your turn to create the newest dungeons of dread. The Dungeon Builder's Guidebook teaches you how to design and populate your own dungeons, ranging from the traditional cave-in-the-wilderness to interdimensional adventures.

The Guidebook starts by covering the basic issues of a dungeon. Important, realistic details such as "Where does the monster get its food?" and "How do the monsters keep from killing each other?" are

discussed in some detail. The

age old debate between realism and fun is

brought to the table, as well as things to avoid, like "Monty Hall" campaigns.

The next part describes different dungeon types. These include the traditional castle-, ruin- and cave-dungeons as well as the more obscure aerial and underwater and encounters. The interdimensional dungeon allows access to a variety of planes and offers new ways



"If you're an AD&D fan, you probably could have written this book yourself."

to challenge the characters with distorted distances or infinite starcases.

There is also a chapter that covers the basics of trap design followed by a random design generator for when the DM isn't feeling very creative. And finally, examples of the different types of

dungeons are included to help get you started.

The book is well-organized and easy to use, but it lacks originality and substance. One-third of the book is space-filler disguised as mini-dungeon examples, seemingly because the author couldn't come up with more than 40 pages of advice on dungeon building. In fact, the random dungeon generator is recycled from the first edition of the *Dungeon Master Guide*. Basically, this book is a compilation of previous texts and ideas in one volume.

If you are a new or out of practice DM who's looking for a reference book that reviews important dungeon concepts, the Dungeon Builder's Guidebook will meet your needs. If you're an AD&D fan and have already taken a stab at designing your own dungeons, you probably could have written this book yourself—and you most likely won't find enough new ideas to justify buying what is primarily a book of recycled materials.

• Todd Posey

DUNGEON BUILDER'S GUIDEBOOK

GAME: *AD&D* Publisher: **TSR**

AUTHOR: BRUCE R. CORDELL

GENRE: FANTASY RELEASE: MAY 1998

FORMAT: 64-PAGE SOFTCOVER

WITH 16 PAGES OF MAPS SUGGESTED RETAIL: \$14.95

RATINGS E











"An index away from perfection."

World of Darkness: Ho

et me state up front why I didn't give this book a "six " LINO index. That's about it, really. I can't give a perfect score to any game book that doesn't have an index.

Beyond that, however, I am extremely thrilled with this piece of work. The cover is eye-catching and instantly sets the tone of the book. The rest of the layout and artwork is smooth, elegant, and, in some cases, downright gorgeous.

The writing will not disappoint either; Jackie Cassada and Nicky Rea have obviously put a fair amount of

effort into their research, but they refuse to bore us with too much



BAME: VAMPIRE: THE MASQUERADE

PUBLISHER: WHITE WOLF

AUTHORS: JACKIE GASSADA AND NICKY REA

DEVELOPER: ROBERT HATCH GENRE: HORROR/FANTASY FORMAT: 152-PAGE SOFTGOVER

RELEASE: APRIL 1998 SUGGESTED RETAIL: \$18 detail. Instead, they give us just as much as we need to taste Hong Kong without drowning in the minutiae. We are shown where things happen

and what kind of

place Hong Kong

is for a supernat-

ural, with a lot of attention paid to the way the mystical and mundane worlds are more intertwined than they are in Western realms. Best of all, we are given this in a style that is easy on the brain and stylish to boot.

Most of the book is dedicated to "Who's Who" in Hong Kong's supernatural community, detailing more than just Kindred. This book makes a real go of integrating the various types of beings that are in the World of Darkness; just as Hong Kong blends so many different mortal cultures, so

does it intermingle the mystical cultures of the WoD

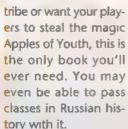
as well. In fact, the only other "complaint" I could offer is that this book is difficult to make the most of unless you have Kindred of the East, where much of the core rules information for many of these characters obviously originates.

If anyone was afraid that White Wolf's announcement that no more core "critters" would be created as core systems meant the end of good stuff for the World of Darkness, this is one entry into the body of evidence proving that notion wrong. In fact, I have to give this book to my Storyteller; I want to play in White Wolf's Hong King. I can think of no better recommendation. - Sean Patrick Fannon

For what it is, GURPS Russia is a great book. What It is: a niche product. A niche that is incredibly small, but a niche nonetheless. This supplement really couldn't be done much better. Any detail you could desire about Russia from the 10th century to the beginning of the 18th century is all right at your fingertips, but this begs the question "How much can a GM really use from this book?"

One thing's for sure: This is no James Bond movie. There are no spies or Cold War conflicts. What a reader gets is a history lesson in the daily lives of early Russians. This can be good or bad depending on your desires. If you want to place an adventure during the rise of a

certain Slavic



But while there is a lot of material on Russian myth, such as the Baba Yaga and Chudo



"From Russia with...muzhiks?"

Yodo—who looks suspiciously like a cross between Cthulhu and a plate of calamari-there are a lot of mundane day-to-day aspects included, such as tips for overland travel and fighting on frozen rivers, which may not have an immediate and obvious use.

In places, GURPS: Russia reads like a history book with timelines, descriptions of historical figures like Peter the Great, and details about important ideas in religion and occupation; this is not necessarily a bad thing. These details are necessary to deliver the total picture on

life during this place and time; however, thorough though it may be, what kind of game will require the stats for muzhiks (wandering peasant storytellers)? Thankfully, there is a chapter of adventure ideas provided for befuddled GMs that desire more than an education.

This is the first product available from Steve Jackson Games' new line of products available only directly from the company, and in accordance with this test case and small product niche, they've only printed 2,000 of these puppies. While I question their choice of subject, I cannot quibble with the results. They are thorough, detailed and even educational, but buyers should be well aware of the narrow focus of this book... and that the hammer and sickle are not included. Brent Fishbaugh

GURPS RUSSIAF

GAME: GURPS

PUBLISHER: STEVE JACKSON GAMES

AUTHORS: S. JOHN ROSS

GENRE: HISTORICAL

FORMAT: 144-PAGE SOFTCOVER

RELEASE: MARCH 1998

SUGGESTED RETAIL: \$19.95

CONTICL: WWW.SJCAMES.COM OR 512-447-7866

RATINGS ET HE TO MOTH TO GOOD











lantic Storm

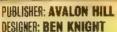
Cubmarines are cool. Big metal fish prowling the Socean depths hunting for things to blow up have long captured the imaginations of history and warfare buffs. This is the focus of Avalon Hill's newest non-collectible card game, Atlantic Storm. Unfortunately, this World War II game is a card game first and a historical wargame a far distant second.

Designed for three to six players, you alternate playing Force cards from your hand in an attempt to either sink

Force cards represent things

or escort convoys of cargo ships.

ITIC STORM



GENRE: HISTORICAL NON-COLLECTIBLE **CARD GAME**

RELEASE: MARCH 1998

COMPONENTS: 152 GARDS, 3 SIX-SIDED DICE.

STORAGE TRAY

SUGGESTED RETAIL: \$27



airplanes, battleships and submarines and each has three ratings denoting how strong it is in air, surface and underwater combat. The player playing first gets to choose which

"A card game first... a wargame a far distant second."

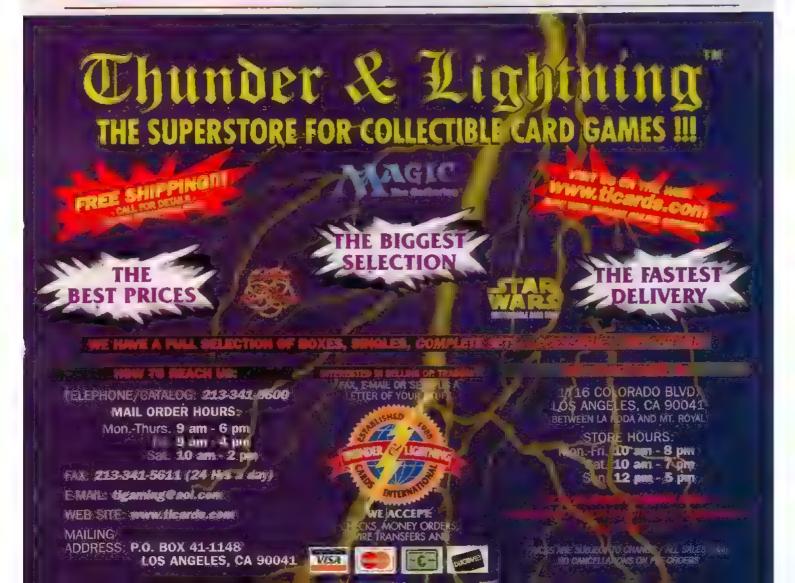
rating will be used for every round. Each player then plays Force cards from either the Allied side (escort) or the Germans (sink). After each player has played a card, the side with the most points (Allied or German) succeeds and the player who played the highest card on the succeeding side scores the convoy's victory points and points for each enemy card played in opposition.

To spice up things, certain ships are keyed to certain convoys. If you manage to recreate a historical battle by playing a convoy's adversary, your Force card counts double. Some Force cards have random values; once everyone has played their card, you roll a six-sided die to determine the card's strength.

Table talk is encouraged and you can make non-

binding pacts with players to support your side for future favors or to hinder the player who is currently winning. Unfortunately, there are some rounds where, due to card restrictions, you can't do anything, forcing you to discard. Not fun.

Stripping away the paper-thin historical veneer, Atlantic Storm is basically a trumping card game with lots of chrome rules to make it look like a wargame. That's fine if you're looking for a fun, easy card game, and there's enough strategy to give it plenty of replay value. But if you're seeking something hugely innovative or want to gain insight into the tactics of convoy warfare, you'll be disappointed. # M. R. Goode



THEBOOKOF

SODUS SODUS

Gerrard's journal offers a glimpse at Magic's latest set

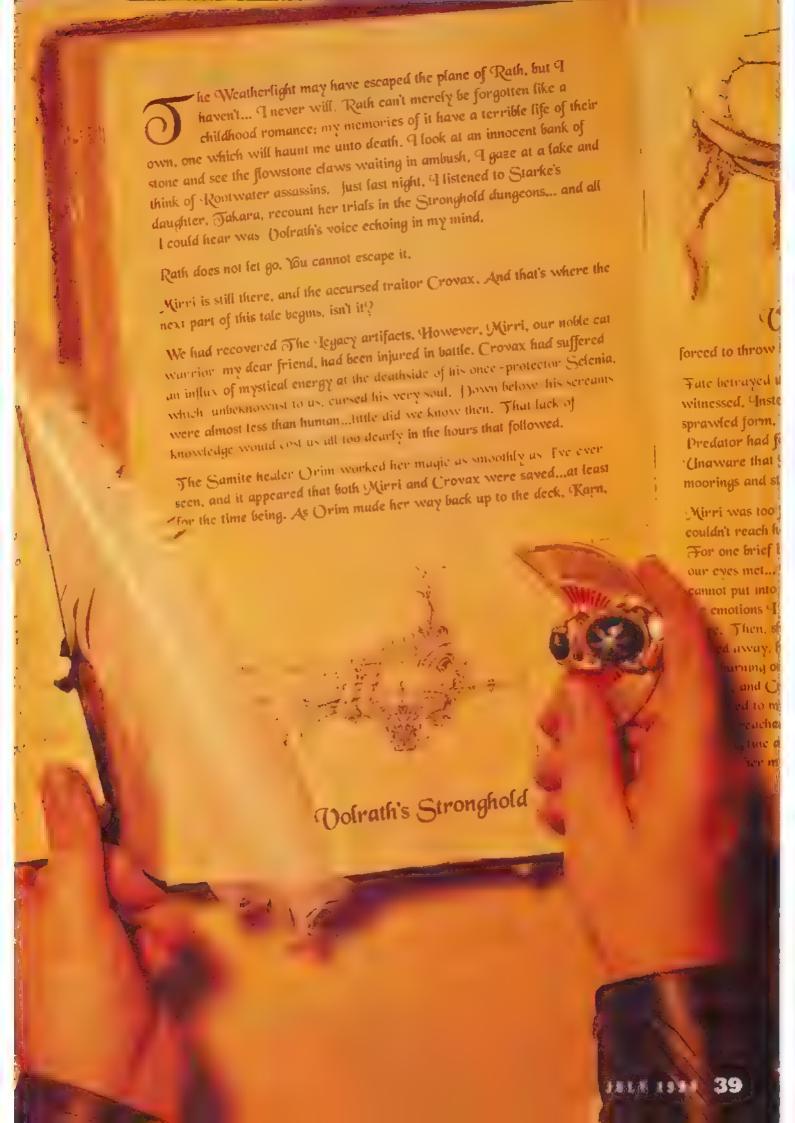
ow much would you pay for the actual captain's log of the Weatherlight? Twenty bucks? A hundred? Your full set of Moxes?

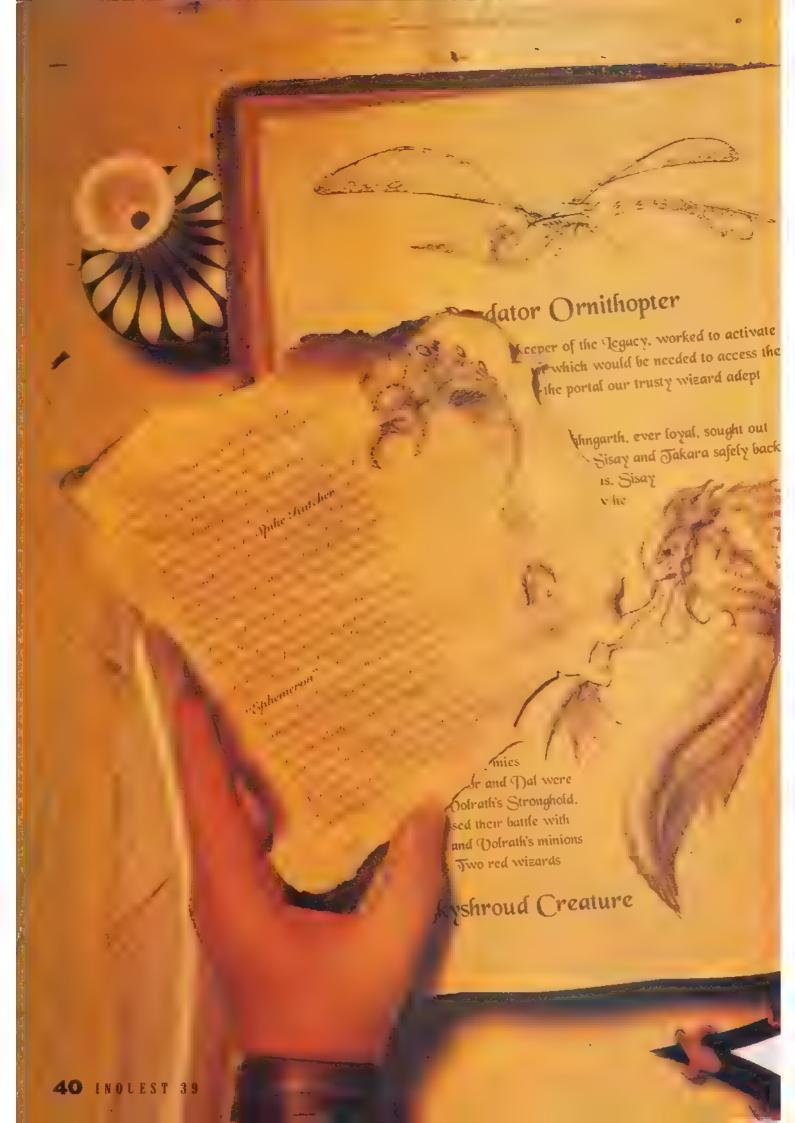
Well, how about getting it for free? Through the diligent work of our vast archaeology department, inQuest has unearthed Gerrard's official Weatherlight ship's log. The following pages tell the story of Gerrard and his crew as they rescue Captain Sisay, retrieve the stolen Legacy artifacts and hightail it outta the plane of Rath in the nick of time. Mixed throughout the journal are hints concerning nearly two dozen Exodus cards, so scan the pages carefully and wrack your noggin to see what's in store this summer for the latest Magic expansion.

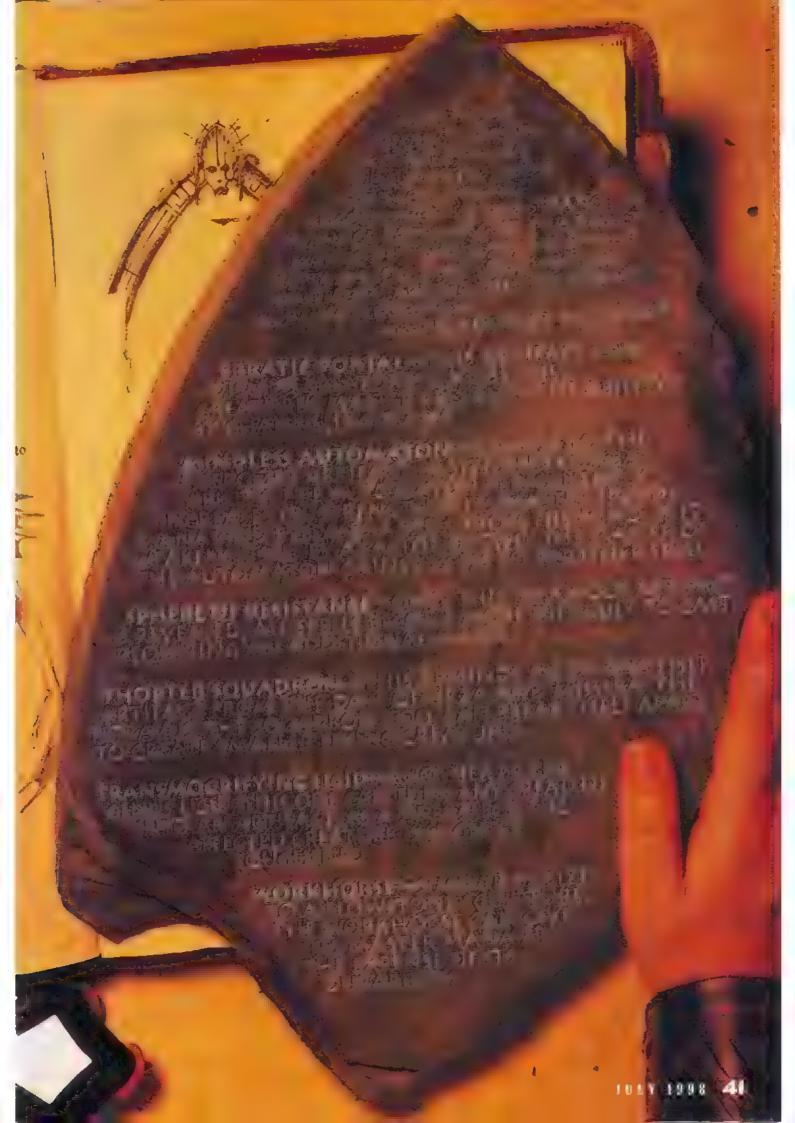
By the InQuest staff

38 INCREST 39

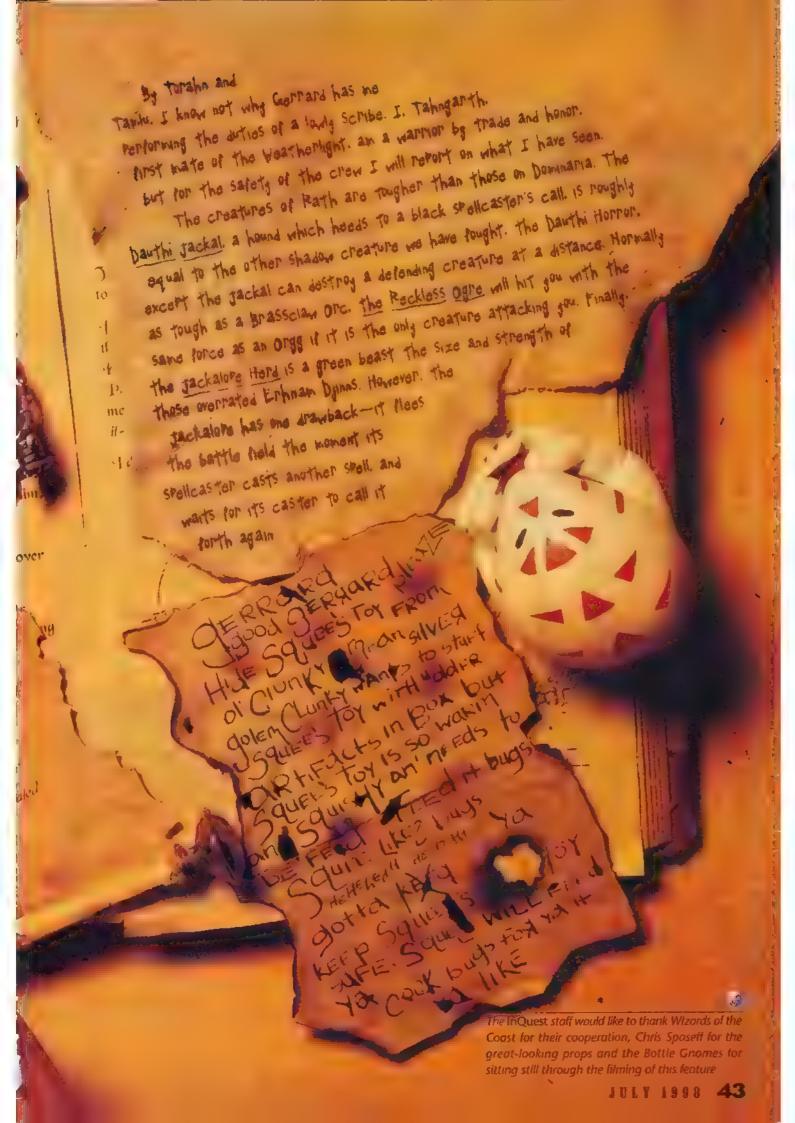


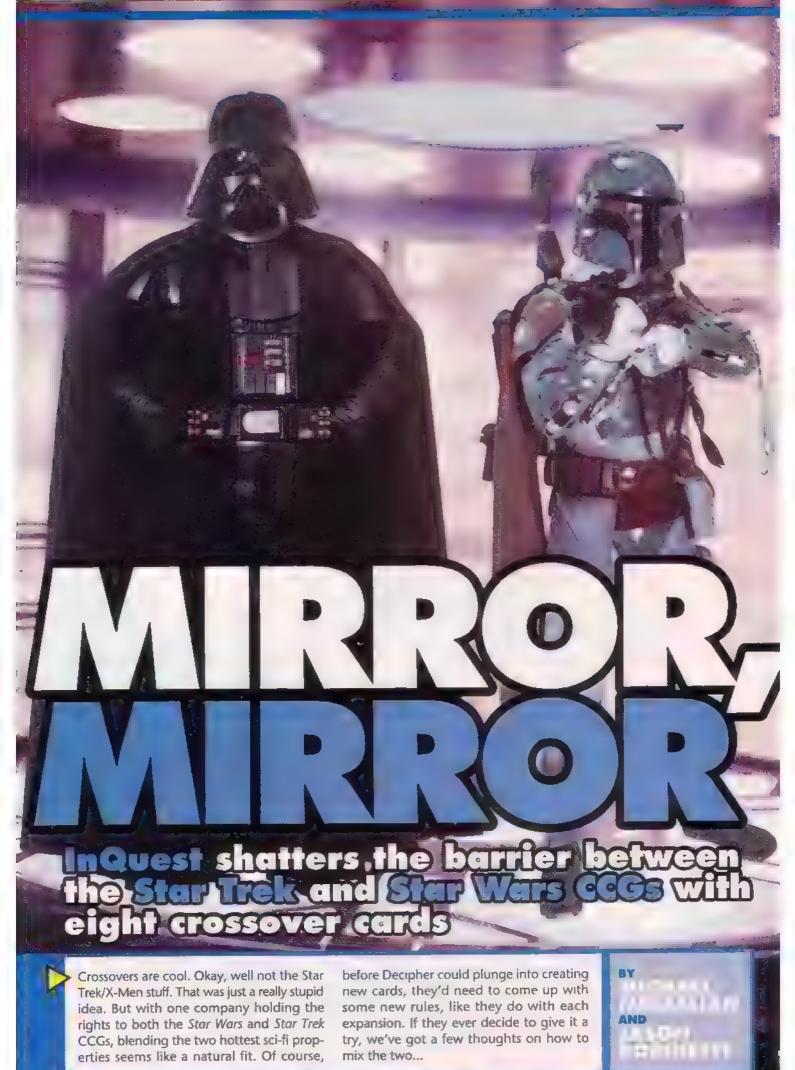






the ship toward our garden rendezvous. Suddenly, like a darting hawk, Wolrath's flagshir the Predator Control of the state of the sta from if The property of the property o The many the state of the state The same of the sa whuma Oath of Choule (1) Man have the heart of the control of Mirri in both ached a course the party of the second of th Research of the state of the st The name of the state of the st 42 INQUEST 35





THE FINAL FRONTIER

Is the Great Barrier the final frontier? Nah. That was cut out of Star Trek cannon for the same reasons you'll never see Wolverine on an episode of "Voyager." Er, at least we hope not. Transported to a galaxy far, far away, Picard and company find a new frontier to explore—and a new enemy in the Empire. In the Star Wars CCG, the Federation has some very potent characters and starships, as well as quite a few new rules explaining how to integrate the Federation into your Light side deck:

Federation: Federation characters are a new character type, and do not count as Rebels or Aliens. Federation characters may not participate in a battle you initiate unless you have a Leader or a character with ability > 3 also involved in the battle.

Soong-Type Androids: These very rare droids have several special abilities. They are immune to Restraining Bolt and purchase. They may, however, be stolen using other methods.

Whenever an interrupt, effect or device targets a Soong-Type Android, use its armor instead of its ability. Soong-Type Androids may never count as the "highest ability character."

from a starship equipped with a transporter may "beam up"—or "down"—for X Force. X = number of opponent's starships at same system. Beaming is an unlimited move. Whenever characters beam to or from a starship, that starship's armor is reduced to 0 until the end of the turn.

As a whole, Federation characters have some nice abilities. For one, most are as powerful as their Rebel counterparts, if not more so. Plus, cards like Scanning Crew and M'iiyoom Onith have no effect on Federation characters, since they aren't Rebels or aliens. However, the Federation's finest really shine when it comes to their individual abilities.



JEAN-LUC PICARD

The captain of the U.S.S. Enterprise-D and -E and a victim of the Borg is an experienced traveler through space, time and even other dimensions. Picard's strongest quality is his ability to lead. He always seems to get the best results from his crew and keep them alive through every adventure. It only makes sense that he would protect your forces in a space battle, demonstrating his incredible head for strategy.

Though each crew member enhances the *Enterprise*, Picard truly makes it a juggernaut, second only to the *Executor*. When piloted by Jean-Luc alone, the *Enterprise* has a power of 8, four points of ability, and is immune to attrition < 4. His game text makes this the least amount of attrition you'll have to suffer, and give Vader and Tarkin one more destiny they'll want to cancel every battle. With Picard on the *Enterprise* and Captain Han in the *Falcon*, there are few places for the Empire to hide.

LIEUTENANT COMMANDER DATA

Look out IG-88, here comes the biggest droid to ever grace a *Star Wars* card. Not only is Data more powerful than the aforementioned assassin and bounty hunter, he's the ultimate protection from character weapons, and cards like Gravel Storm and Trample. Except for lightsabers, Data protects your characters almost completely from weapons like Boba Fett's Blaster Rifle and greatly increases their odds against the dreaded Light Repeating Blaster Rifle.

Unfortunately for Data, his protection doesn't extend to himself. Being a droid presents its own set of problems for him too. Even though Data is immune to Restraining Bolt and purchase, he's not immune to Look Sir, Droids, Trample or Gravel Storm. To keep these from being a problem, you could always play I Have A Bad Feeling About This, moving it to a more difficult target, made even more so by Data's presence.





After a few seasons of getting his ass whupped by practically everyone who set foot on the Enterprise, Worf wised up and learned how to put up a fight. Now he's the one kicking ass and taking names, And his card is no different. Thanks to Worf's security background, he's got incredible game text. Like Picard, he has a defensive ability and adds something special to the Enterprise.

Unlike Picard—and more like Data—Worf's game text affects battles at his site. As a matter of fact, Data and Worf make a really hard-to-break combo. While Data protects your characters from weapons fire, Worf makes sure you never suffer attrition-that is as long as you have enough Security Personnel (Red Shirts) present.

dii Shroodi way dir i Na dadii waa karani Pami Date and Worf on the bridge Ws a piece of sub-

U.S.S. ENTERPRISE-D

Flagship of the United Federation of Planets, the Enterprise is the best in its class. Like all Galaxy-class starships, it has immunity to attrition when piloted by Federation pilots, although it does have an extra point of protection. Likewise, its power is 5 instead of the usual 4. These differences are small compared to those that the right crew make. When fully manned by Picard, Riker, Data, Worf and Geordi it is power 13, armor 8 and hyperspeed 7. All this and it's immune to attrition < 7! And if someone you don't want to fight ever attacks you, you can use 6 Force to cancel the battle.



EXPANDING THE EMPIRE

If Emperor Palpatine discovered a gateway to another galaxy, one rife with interstellar conflict, do you think he would just sit back and watch? Heck no. As soon as the Empire found new territory available for the taking, they'd pack several of their best officers into a Star Destroyer and send them out to do battle. Other than a slight miscue at Yavin, Grand Moff Tarkin and Darth Vader were a solid team, and the Dark side can always use the aid of a swine like Boba Fett.

In the Star Trek CCG, each of these characters—as well as their ship—would surpass the power of most of the existing Star Trek cards. Like the Federation crew joining the Light side, there are several rules governing the use of Imperials in the Alpha quadrant:

attack any Rebel ships or personnel present at the same location. Battling Rebels does not cause Imperials to be 'stopped,' but they may not battle again that turn.

Bounty Hunter: At the end of any battle at this personnel's location, you may capture one opponent's personnel discarded during the battle.

Alter: Counts as Guramba. May probe to cancel an event. : Event canceled.

Sense: Counts as Empathy. May probe to cancel an interrupt. : Interrupt canceled.

control: Counts as Mindmeld. May probe to cancel a just played doorway. Doorway canceled. You may probe until successful. For each probe, that opponent scores X bonus points. X = number of probes in the attempt. For example, if you attempt to cancel an event, after your first probe, your opponent scores one bonus point. After the second, they score two additional points. If you probe six times, that's 21 points!

With these basic rules in place, the Empire can put forth some outrageous characters and ships, the likes of which even the battle-hardened Klingons may learn to fear.

DARTH VADER

What can we say? Vader is THE man. He's got one of the most powerful Star Wars cards, and his Star Trek card is no different. His skills are very impressive, and the download of his lightsaber means that some away team is going to get hurt. Badly. It lets him mortally wound an opponent in away team combat if his strength is higher than theirs, which means many personnel will fall before his blade.

The most popular deck will most undoubtedly use Intermix Ratio with Vader to semi-safely counter your opponent's cards... Just don't let them get rid of the Ratio or you'll lose! Another strong use of Vader is in an all-planet missions deck, along with Roga Danar, Zon and Bossk, to form a major groundpounding beat down. Though you may take a hit from Balancing Act, who cares? Nobody's going to mess with you planetside, and you can even start a Colony. Combine Darth Vader with Dark Anger and... Need we say more?



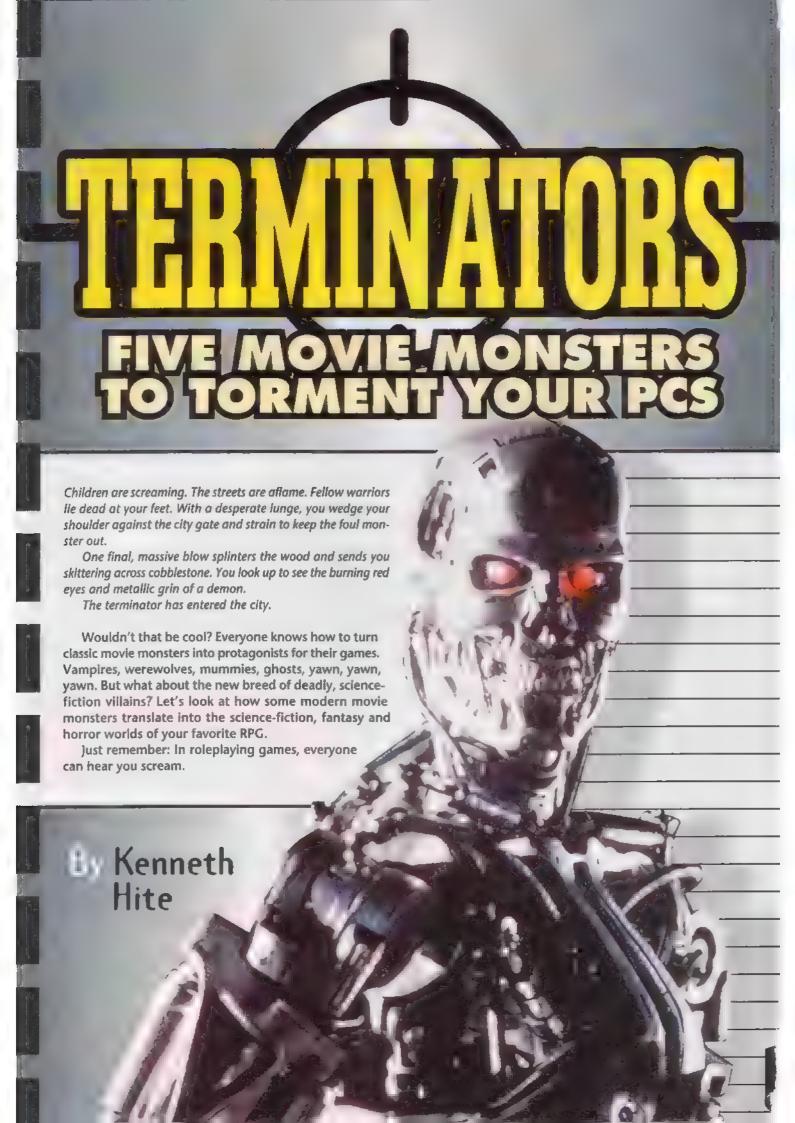


GRAND MOFF TARKIN

Let's face it. This guy is just plain creepy. Still, if his Star Wars card wasn't so good, people probably wouldn't give him much thought. His Star Trek stats are generally average, but his special dilemma-canceling ability can be very useful. He's a good guy to have around when you come across a nasty dilemma such as Strict Dress Code.

Also, Imperial spies allow you to use any espionage cards as your own. Many of the Romulan space missions are worth a lot of points, and speaking of points: With stats like Tarkin's, it's a wonder he doesn't have green blood and pointed ears.









with. A terminator has only one purposes to kill its target. In the movie "Terminator," it took the shape of Arnold Schwarzenegger, but they can be built in any shape: a beautiful woman, an imogent child; trusted friend. It is a mechanical messenger of death, and if you manage to survive an encounter with one, don't relax. It will be back.

programmed for assassination, but a special terral ming machine dropped onto new planets to clear debris and scan for habitable sites? Of course, that doesn't mean the player characters (PCs) won't be visiting one of those planets when something goes wrong. Or maybe you prefer the straightforward T-800 killing machine? Perhaps a terminator can download its memory into a computer, and upload it into any successive cyborg that plugs in. A terminator in contact with a homicidal All could theoretically take on an entire 21st century city.

TERMINATOR STATS

STAR WARS	AD&D	VAMPIRE
TYPE: Badass Droid	HD: 18	PHYSICAL: Str 9, Dex 4, Stm 8
DEXTERITY: 2D, Blaster or Firearm 70+1	AC: 3	MENTAL: Per 4, Int 3, Wits 3
PERCEPTION: 3D	THACO: 3	WILLPOWER: 8
STRENGTH: 5D	# ATTACKS: 3	HEALTH LEVELS: OK(x5), -1(x5), -2(x3), -5 (x4)
TECHNICAL: 2D	DMG: 4-40 or by weapon type	ATTACKS. Punch/10 dice, Kick/10 dice; ADILITIES. Albertness 4, Browl 6, Dr. A. 4.
MOVE: 15		Firearms 7, Melee 4, Tracking 6
SIZE: 1.8 meters tall	MY: 15	MOVE: Walk/Ren 9/35
SCALE: Creature	SZ: M (6'3")	HEIGHT: 6'3"

Special Abilities: Rangefinding. Telescopic vision. Infrared vision. Perfect voice mimicry.

Special Defenses: Internal alloy skeleton cannot be damaged by bullets, normal steel weapons or fire; only intense pressures, magic, explosives, armor-piercing rounds or molten metal or lava can destroy it. It may be susceptible to other chemicals at gamemaster (GM) discretion.

T-1000

The T-1000 is an advanced version of the terminator, constructed of a "living metal" that can reshape itself into anything of the same mass: any humanoid, a stretch of floor, a car door, etc. Its body itself is a weapon, molding to fit its owner's desires. The T-1000 completely regenerates damage done to it in one round up to 20 percent of its original life. Even if completely blown into shards, it will eventually flow back together. Only extraordinarily hot molten metal—or perhaps similarly powerful magic—can permanently destroy the T-1000. In its basic form, it is about a third stronger, faster, more powerful, etc. as the T-800 model.

FANTASY: You say "cyborg," \" say "golem." But not the nice kind devoted to protecting the helpless, no matter what "Terminator-2" says. This is an unstoppable: insassin, probably created by a mad or evil mage in an attempt to destroy a rival: In some legends, a creature becomes indestructible. if its heart can be magically extracted and hidden: Regardless of how many hit points the fantasy terminator takes, it will always: rebuild itself and return until the :characters find and destroy its carefully concealed heart.

HORROR: Sometimes the Technocracy just has to take off

the kid gloves. A terminator-style cyborg is the perfect way to avoid Paradox while sending something satisfyingly powerful after your enemies. A terminator out to kill a vampire will certainly have sunlight flares, flamethrowers or crossbows to shoot big stakes from An M-60 firing silver slugs makes an excellent sidearm for the terminator loaded for were-beasts.

Xenomorph

hese horrific insectile monstrosities have only one goal in life; to breed. As we are assured in the "Alien" series, the assured in the "Alien" series, the senomorph life cycle goes something like this: "She'll breed. You'll die "Janual forms of the senomorph hatch from aggs and seek out a warm-blooded mannalian; host, attacking the face long enough to deposit an embryo into the unfortunate victim's digestive tract. The "incehugger" larva then dies but within mere hours the embryo bursts free from its home in the digestive tract, killing its unwilling host. The "chest burste" then finds a nice, dark commer to grow up in Within a few days, the senomorph full grows and ready to run amuch

#GI-Plic As psychia beings, perhaps a planetrol of menomorphs achieves a mental gestalt, disrupting psionic powers all across a quadrant of space. What about a raid on a menomorph city to rescue some enslaved mammalian hosts? Let the humans skull around in the corners for a change.

FANTASY: The xenomorph is obviously the product of some nort of malign magic, a dark goddess of fertility gone horribly mong. Xenomorphs take shapes a duks reministent of their hosts, what if the creatures incubated in centaurs? Styphons? Mighty paladins and wizards might stumble on the eggs of the xenomorph planted by the forces of evil in a strategic border forces, and have to defeat the aliens without destroying their kingdom, only it troves.

MORROW: Xenomorphs can certainly incubate inside werewolves, mages and changelings

Of course, a vampire might try to incubate alien embryos inside a ghoul, creating a race of venomorphis blood bound to a mimpire lord. Perhaps the alienal build up enough psychic force to break the vampire's hold and go wild in the city using vampiric disciplines. Call of Cthulhu keepers might decide that the aliens are another Servitor Race to some unotherable allen Great Old One for out on the rim of the galaxy until some cultist with more eldritch power than good sense manages to open a gate to their planet.

XENOMORPH STATS

STAR WARS	AD&D	VAMPIRE
TYPE: Hive alien soldier	HD: 5	PHYSICAL: Str 4, Dex 5, Stm 5
DEXTERITY: 5D	AC: 4	MENTAL: Per 4, Int 2, Wits 3
PERCEPTION: 3D, Hide 3D+2	THACO: 15	WILLPOWER 8
STRENGTH: 4D+2	# ATTACKS: 1	HEALTH LEVELS: OK(x2), -1(x3), -3, -5
BITE: STR+10	DMG: 2-20	ATTACKS: Bite/6 dice (aggr), Claw/3 dice; Abitities: Alertness 4,
		Brawl 4, Climbing 4, Intimidation 5, Stealth 4, Track 3
MOVE: 10/12	MV: 12	MOVE: Walk/Swim 7/4
StZE: 2 meters	SZ. H (6'+)	HEIGHT: 6' 5"

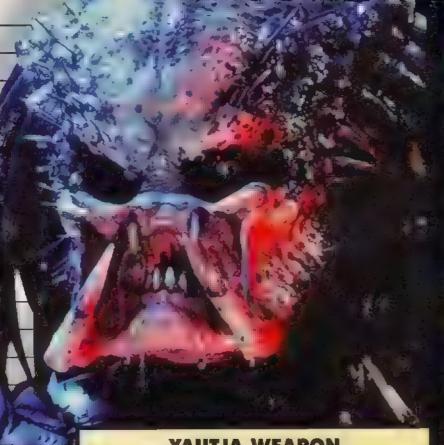
Special Attacks: Aliens never retreat or surrender, and fight using coordinated tactics.

Special Defenses: Armored chitin Highly acidic blood damages opponents' weapons, hands, etc. Immune to extremes of how and told, har not to fine or explanants.

Special Abilities: Eyeless, "see" psychically by detecting fear, pain and hatred up to 300'. Can climb virtually any surface and even walk across ceilings. Communicate psychically in the radio spectrum.

ALIEN QUEEN

Even more feorsome than the standard drone, or warrior xenomorph, is the queen. Ruter and director of the hive, she sends the drones out to capture hosts for her eggs that the race may thrive and expand. In game terms, she is roughly twice as strong tough and fast as the average drone. She is more cunning, and her psychic powers may also be stronger—such as telepathy—if the GM wishes. The queen can also use her tail to stab as a spearing-type attack. If found in her hive, she will be very difficult to spot as she blends into the secretions with which she coats the walls



YAUTJA WEAPON

The predator also has a number of other weapons, especially a shoulder-mounted blaster connon aimed and fired using the hunting mask and a laser targeting system. It outomatically reloads itself when the clip emoties.

STAR WARS DAMAGE: 6D SHORT: 3-50 vds MEDIUM: 51-120 yds LONG. 121-300 yds

WCT: 12 lbs CUP 10 SPEED FACTOR: 2 AD&D VAMPIRE

DIFFICULTY: 8 (5 with mask) DMG: 4d10+2 RANGE: 50/120/300 DAMAGE: 8 dice (oggr) RANGE LOS RATE: 3

YAUTJA STATS

STAR WARS AD&D

ATTRIBUTE DICE: 13D DEXTERITY: 30/50 KNOWLEDGE: 2D/5D, Search 8D+2

PERCEPTION: 2D/4D

STRENGTH: 3D/5D, TECHNICAL: 2D/4D

ATTACKS: 2

DMG: by weapon

ROF: 3

#, 10

VAMPIRE

PHYSICAL: Str 4, Dex 4, Stm 6 HD 6+3 MENTAL: Per 4, Int 3, Wits 4 AC: 5 THACO: 13 WILLPOWER: 8

HEALTH LEVELS: OK(x3), -1(x3), -2(x2)

ATTACKS: Gountlet/6 dice, Spear/8 dice, Hurled Disk/ 5 dice: Abilities: Alertness 4, Brawl 6, Dadge 3. Firearms4, Melee 6, Stealth 4, Track 6

MOVE: 7 MV- 12 MOVE 10/12 SZ- L (7' tall) HEIGHT: 7' SIZE: 1.5-2.2 meters

Special Attacks: Gauntlets contain powerful blades. Telescoping spear has a head at either end, accelerates in flight if thrown, Razor-sharp throwing disk returns to thrower after striking. Sometimes uses a barbed alloy net to restrain prey. Special Defenses: Tough, resilient hide. Resistant to higher temperatures.

Special Abilities: Sees by thermal vision, although its hunting mask allows it to see in any part of the electromagnetic spectrum. Personal clooking device refracts light, rendering the predator practically invisible.

the universe. As we saw in the movie "Predator," their entire culture is centered on the ways of the hunter and they have on unquenchable thirst for fresh game. The Vautie also bring a lot of specialized equipments be kill their prey, especially their cloaking device, which refracts light and renders them invisible. They are killers with a code of honor: to put #1 one way, Lawful Evil. They ignore helpless on noncombatant targets, try to use only "appropriate" weaponry no firearms unless their targets use them and generally play by the rules of the game. Of course, these predate iors always play to win "the most dangerous" game"; they are what hunts the hunter SGI-File The human Star Empire Would like to

he Yautja are the greatest hunters in

make the Yautja their ailies against some other race: but to gain the Yautja's respect, the characters must win a hunting contest and bag some even more fearsome alien or die trying.

FANTASY: The Yautja's equipment is magical: cloak of invisibility, enchanted spear and daggers, bracers of fireball throwing, belm of necurate targeting, etc. Perhaps the predator in only one supremely gifted, and quite insane, hunter gathering trophies from the most powerful mages in the land. Now there's a bounty on his head, and since one of our heroes is a powerful mage... Or the Yautia could be if humanoid race on an island far across the seast which has finally discovered oceangoing ships Suddenly, these hunters are turning up all over, felling all the dragons and spulling everything for everyone else.

> MORROR: If the Yautja land lai the World of Darkness, they'll certainly want to go after the really big game: vampires and were: wolves: in other horror games the predator might be a spirit of the hunt conjured up by tribal elders or a secret society with a grudge. Perhaps the Old Man of the Mountains, the legendary founder of the Assassins, left behind a small cult called the Yautja which has just decided that it needs no more training...

Graboids

MUTANT GRABOIDS

In "Tremars 2: Aftershocks," a smaller, livelier graboid legs was apparently given birth to by the large worms; this bi-pedal mini-graboid attacked human beings, automobile engines, etc.—attracted by the heat they emitted. Other variants of the graboid might be attracted to smell, various chemical signatures (like dead bodies or PCBs), magic (magic items, Quintessence or the Farce Itself), magnetic or electrical fields (such as power lines) or even "cognition" (people, computers and droids).

elow the desert sands of Perfection Valley; New, lives a colony of giant burrowing worms with a taste for human flesh and an uncanny ability to sense vibrations. Until the events captured in the classic 8-horror movie "Tremors," nobody knew about them. Now, they've spread throughout the North and South America, following the sound of drill bits to isolated oilfields and devouring anyone unfortunate enough to cause vibrations they sense while hunting. Christened "graboids" by their first human foes, these giant worms knock down houses, grabbing unlucky folk out of the rubble with their tentacles and stuffing them down their guilet. They can drag cars and whole cattle underground, resist small arms lire and play havor with any network of roads. Only the tops of buildings offer some small measure of safety, and even that can be toppled by their massive power.

by the graboids in a post-holocaust sci-fi game and they could roam across the ruins of Las Vegas like sandworms out of Dune. A futuristic mining company, hunting down ore-rich asteroids, might use the graboids as "giant digging machines" to carve up these chunks of rock. Unfortunately, the PCs might be left to die on one of these rocks by their nemesis. Graboids make perfectly good alien monsters for any spacefaring campaign, especially an a colony world where all travel is by slow-crawling halftracks.

graboids are the dwarves, of course. Tunnel complex after tunnel complex falls to the graboid infestation, and the Mountain King is pissed. Are the mind flayers or some other subtermean superpower sending the graboids after the dwarf lords in their halls of stone? Why stop there? The fortress city of Sansgrath is the protective bastion of the land, the strongest city-state for thousands of miles, its walls impregnable from attack—until their diabolic neighbors unleash the graboids on them.

Chonians from Call of Cthulhu and the Mojave rattlers from Deadlands. In either game, they can accompany their spiritual cousins on their campaigns of malevolence. A graboid origin in the nuclear tests of the 1950s makes them pretty convincing creatures of the Wyrm, suitable for any ambitious werewolves to battle.

GRABOID STATS

STAR WARS TYPE: Burrowing worms

DEXTERITY: 2D
PERCEPTION: 1D, Vibration Sense 3D+1
STRENGTH: 5D, Tentacle Grab/Bite: STR+2D
MDVE: 11

MDVE: 11 SIZE: 7-30 meters long

SCALE: Creature

ADAD HD 15

AC. 2 THACO: 5 # ATTACKS: 2 DMG: 2-24/2-20 MV: 12, Bt 20 SZ: H/G (20-90')

VAMPIRE

PHYSICAL: Sir 8, Dex 3, Stm 6
MENTAL: Per 2, Int 1, Wits 3
WILLPOWER: 5
HEALTH LEVELS. OK(x3), -1(x5), -3, -5

HEALTH LEVELS. OK(x3), -1(x5), -3, -5
ATTACKS: Bite/8 dice, Tentacle Grab/5 dice
ABILITIES: Alertness 3, Brawl 4, Stealth 3, Undermine 6
MOVE: Crawl/Burrow 10/15

Special Attacks: Burrow beneath buildings to destroy them.

Special Defenses: Armored carapace; interior of mouth is only main weak point.

Special Abilities: Graboids can sense vibrations through the earth.

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he kothoga; which nearly decapitated every member of the gream of Chicago society in "The Relic" is a chimera of trog Flizard, insect and human DNA, created when an animal—or human-ingests a fungus found in the Brazilian jungle which consists of super-concentrated human hormones. A kethoga is a thing out of a nightmare, joined of every kind of poisonous creature and given human cunning and preternatural ferocity, its only weakness: It needs human hypothalamus glands to survive. Intended to protect the tribe against invaders, when it's killed every available human, such as enemies of the tribe—it dies. Isn't that comforting?

SG-Fir Explorers siumble upon these beasts in the midstar colonizing In new world. When the delicate acosystem is unbalanced by the colonists new technology, kethoga food sources dry up, and their bellies lead them to the humans. Aliens could also deliberately release kothoga on Earth to clear off some real estate for their diva colonization

FANTASY: Using the luthoga as just another monster in the big duri geon on the edge of town is a waste of potential. Perhaps he's armagical defense created by the elves against humans cutting down their sacred groves. A fantasy kothoga might have magical defenses or attacks—if the recipe calls for elf, dragon and rust monster blood mixed with the lungua for instance. A kothoga with infravision, lightning breath and the ability in dissolve annor would keep the humans at a distance for a while

MORROW: Surely the numes "Kothoga" and "Cthugha" (the fiery Green Old One in Call of Ethulhu) are not just coincidence. Ethugha has long: needed a servitor besides the fire vampires; perhaps this is the first in all series. In any horror game, the kothoga makes a perfect "natives' revenge." against anyone who crosses them, such as the PCs or their friends—or just someone in the same building. In the World of Darkness; the kothoga might be a creature of the Wyrm, created by Pentex genetic engineers, but wouldn't It make that Werewolf game more interesting if the hothogas are Gajals new protector? Finally, something more brutal than the Jupines

Kenneth Hite will fight any man who thinks Tremon isn't the greatest movie mentioned in this article. Unless he's really big a nomething: then he'll just feed him to the graboids

BRAIN FOOD FOR KOTHOGA

The kothaga has a desperate need for human hypothalamus glands, located in the brain; it must devour g human brain every three hours or lose 10 percent of its life Devouring human brains restores the lost life. At the GM's discretion, other humanoids—like elves or dwarves-may have a hypothalamus that poison, supercharge or have no effect on kothoga. If the GM is feeting harribly sadistic, kothogo may he able to diablerize a vampire by feeding on his broin

STAR WARS TYPE: Mutant predator DEXTERITY: 2D+1, Climb/Jump 4D PERCEPTION: 2D STRENGTH 4D+2 CLAWS STR+2D MOVE: 15 SIZE: 6.5 meters long

KOTHOGA STATS

VAMPIRE AD&D HD: 9+1 PHYSICAL: Str 7, Dex 4, Stm 4 MENTAL: Per 3, Int 2, Wits 3 AC: 5 - THACO: 10 WILLPOWER: 8 HEALTH LEVELS: OK(x3), -1(x4), -3(x2), -5 # ATTACKS: 2 ATTACKS: Claw/7 dice, Toil Swipe/5 dice, Bite/7 dice DMG: 2-16/2 16 MV. 15

ABILITIES: Alertness 3, Athretics 4, Brawl 3, Dodge 3, Stealth 3. Track 4

MOVE: Walk/Run 10/35

SZ: H (20' long) **SCALE: Creature**

Special Attacks: Powerful mandibles can tear flesh easily; barbs make escape difficult once a victim is graphed

Special Defenses: Regenerates damage by consuming human hypothalaxuus glands or a special fungus extract consisting of human harmones. Thick, leathery hide armor.

Special Abilities: Leap up to 50' straight up or backward, or 70' forward. Can climb any irregular surface.

IN TOURNAMENT-LEVEL MACIC DECKS

Purple Power

BY JEFF NANNES

killer deck that uses purple cards? Er, no. Purple cards are found only in InQuest This Standard (Type II) deck focuses on speedy blue cards which, although rare, do exist. Combine fast, effective eards like Spindrift Drake and Unstable Mutation with the quick firepower of red and you've got the closest thing you'll get to purple.

The speed of this deck starts with the creatures; the cornerstone card is the aforementioned Spindrift Drake. For only one blue mana you get a 2/1 flying creature. Sure, you've gotta pay a blue mana during your upkeep to keep it around, but it's well worth it. To improve your odds of getting a first-turn creature, there are also four Mogg Fanatics. Unless your opponent wastes a counterspell on these self-sacrificing dudes, they're guaranteed to hit your opponent for at least a point of damage each.

Once you've got one of these puppies out, they're both prime targets for Unstable Mutation. If your opponent doesn't have suitable blockers, don't hesitate to get the damage rolling. The Mutations aren't in the deck so you can display your tactical genius.

Six more useful creatures round out the roster—two each of Mogg Maniac, Man-o'-War and Ophidian. Like the Fanatics, the Maniacs will usually get their licks in, even if it's a suicide attack where your opponent will take damage even if he blocks. Players relying on the likes of Earthquakes and Incinerates to off your creatures will get some of it served back in their face.

The Man-o'-Wars and Ophidians are all about that catch phrase of the '90s-"card advantage." The Man-o'-Wars clear the way for your Unstable creatures, as well as forcing your opponent to waste a turn by recasting his creature. If you've got a counterspell, said creature may not see the light of day again. Given the option between doing a point of damage and drawing a card with an unblocked Ophidian, you should almost always choose the



"Aw c'mon. Kill me, an' then you can turn to evil!"

Speaking of card advantage, being able to maximize the use of your cards in play kind of counts as an advantage, which is the main reason why the Goblin Bombardment is in the deck. More than likely, your opponent will be able to off several of your creatures. If you can happen to nail him for a few points of damage before the creatures go down-or even kill one or two of his creatures, so much the better.

However, the Bombardment becomes especially potent when used in conjunction with Reins of Power. After stealing your opponent's creatures and attacking or using their special abilities, you can chuck them at your opponent with the Bombardment, causing more damage and leaving him with no creatures. If it's tactically sound, you also might want to consider sacrificing all of your creatures before you make the switch, ensuring that your opponent has no defenders.

If this option comes into play, there are two critical considerations you must make: First, if your opponent is playing with any blue, give your opponent his opportunity to counter the Reins before sacrificing your creatures. Second, consider the amount of

card—unless, of course, your opponent is at one life...

BLUE CREATURES BLUE SPELLS

2 Man-a'-War

2 Ophidian

4 Spindrift Drake

1 Ancestral Knowledge

4 Counterspell

2 Hesitation

2 Impulse

2 Maga Leak

2 Reins of Power 4 Unstable Mutation

2 Whispers of the

RED GREATURES

4 Megg Fagatic

2 Mogg Maniac

RED SPELLS

1 Geblin

Bombardment 4 Incinerate

LANOS

4 City of Brass 12 Island

7 Meantain

2 Diseachant 1 Reins of Power 2 Disintegrate 2 Shock 2 Mana Leak 4 Wasteland 2 Pyreblast 11 12 11 12 11 11 1 Ancestral Knowledge — Gemstone Mine City of Brass -Ray of Command Reins of Power -



"By 2023 Michael Jackson had noo too many plastic surgery procedures and his muon walk was never the same."

cards you and your opponent have in hand; if your opponent has several cards and you don't, trashing your creatures in play could cost you the game in the long run

The key to winning with this deck is quickly taking the advantage and then keeping it. Once you have the edge, Hesitation is the card that will help you keep it. As long as you have a better spread of creatures in play than your opponent, playing Hesitation is to your benefit. If nobody has any creatures in play, you'll probably want to put one into play anyway...this deck kicks if you can get several land out. Just make sure your opponent isn't playing with a larger deck than you, or you'll be forced to waste a spell (or deck yourself).

Basically, if the board is even or if you have the edge, play Hesitation. No subtle strategies here—your goal is to make your opponent waste a spell or die at the hands of the creatures you have in play. However, be careful if you have an Unstable Mutation in play—eventually, it (and the creature it's on) will go away.

Traditional blue mages like to have some regular countering ability at their disposal. No problem. With four Counterspells and two Mana Leaks, you should be able to handle most major threats. Especially watch out for mass-destruction spells like Armageddon and Wrath of God—they can be the bane of this deck. Traditional red mages like to have firepower—so you've got four incinerates at your disposal. These can also be used in conjunction with the Mogg Fanatics or Goblin Bombardment to kill larger creatures.

Of course, all this is for naught if you don't draw the cards you need. Whispers of the Muse and Impulse let you filter through your deck, and the Whispers gives you a card-drawing engine if the duel lasts for a while. Ancestral Knowledge has many uses, but perhaps the most important is the ability to sift excess land out of your deck. Unless your opponent is playing land destruction, take advantage of this opportunity to thin your deck.

The sideboard is straightforward. Two extra Mana Leaks give you extra protection against mass-destruction spells and two Pyroblasts help you go head-to-head with blue mages. Against creature-heavy decks stock an extra Reins of Power and more creature-elimination, insert the Disenchants if you're facing a gimmick deck and pile in the Wastelands if your opponent is playing a four- or five-color deck.

There are multiple ways to play this deck, and there will come some times when you have to make strategic decisions, but it's really all about piling on the damage as soon as possible. Because, hey, if you say you're playing purple, you want to be sure you can kick your opponent's butt.

Following in the footsteps of Donny Osmond and Prince, Jeff wears purple socks to work every day.

THEME DECKS

INSTANT SURRESS

First there was instant coffee, then there was instant oatmeal. Nowadays you can even get instant turkey breast. Well, to get into the spirit of today's fast-food society, we've put together a *Magic* deck that's sure to be an instant hit. The only spells are instants and creatures that can be played as instants. We would have eliminated land as well, but relying on four Elvish Spirit Guides for all your mana wouldn't have worked out too well.

With so many instants, you've got a little bit of everything, and the beauty is that you can cast all of your spells whenever you want. Need offense? King Cheetahs and Benalish Knights can deliver consistent punch. Or try taking your opponent's creatures with Reins of Power, Ray of Command or Jabari's Influence.

There's also plenty of defense, including Honorable Passage, Invulnerability and Reverse Damage. And since all the spells in this deck can be cast at any time, the deck is laden with combos. Care to Fling a Tidal Wave?

So give this deck a try, 'cause we guarantee—you're gonna love it in an instant.

BLUE

- 1 Capsize
- 1 impulse
- 1 Mystical Tutor
- 2 Reins of Power
- 2 Ray of Command
- 2 Tidal Wave
- 1 Whispers of the Muse

GREEN

- 1 Constant Mists
- 4 King Cheetah

RED

- 1 Blood Lust
- 2 Ginder Cloud
- 1 Fling
- 4 Incinerate
- 2 Lightning Blast

WHITE

4 Benalish Knight

■ Instant Jeff Hannes (just add water)

- 2 Disenchant
- 1 Eye for an Eye
- 1 Honorable Passage
- 1 invulnerability
- 1 Jabari's Influence
- 1 Reverse Damage

LAND

- 1 Adarkar Wastes
- 2 Brushland
- **3 Gemstone Mine**
- 5 Island
- 2 Karplusan Forest
- 5 Mountain
- 5 Plains
- 1 Reflecting Pool



MORE OF THE BEST IN TOURNAMENT-LEVEL DECKS

BATTLETECH

KILLER DECKS II

BY STEVE ZAMBORSKY

rsenal, the latest expansion for the BattleTech TCG, has lots of cool new types of cards that you pilots are just itchin' to Atry out, You've got your new Clan Battle Armors, Legacies from the Inner Sphere flying everywhere, even some Trials to settle when two clans tangle. Me, I like machinery—big, heavy, rumbling machinery that reminds me of ridin' on the tractor on my uncle's farm in lowa...but I'll save that for another article.

For now, let's talk about vehicles. Arsenal has got 'em, and they're generally more pumped-up attack-wise than their mech counterparts-if you're willing to take the gamble. You see, if a vehicle is ever damaged, you must roll a die; on a roll of six, the vehicle is scrapped. You're probably thinking, "Why would I take my changes on some fame vehicles that have an almost 17 percent chance of being scrapped if a piece of shrapnel blows their way?" Weil, press on, elite mechwarrior. You'll get your answer soon enough.

See, most vehicles have better stats than mechs of an equivalent cost. This deck exploits vehicles to the max, giving your opponent some pretty nasty fits along the way. Also, vehicles aren't affected by any cards that say "target mech" on them. No Communications Failure, no Heavy Fog, no Dropship Intercept, and hey-Misrouted Command this! You can't be touched by any cards that say, "Choose an opposing mech, yada yada yada..." Most of the cards currently in the game target only mechs, including ones beneficial to your robotic army. Notice I say, "mostly." This Inner Sphere deck is designed to exploit all the bonuses you can get from vehicles and it gives you a couple of nasty combos to ponder.

Let's take a look at the vehicles in the deck first. Both Cyrano and Cavalry are low cost, fast vehicles that have the VTOL trait. This makes their attacks virtually unblockable; patrolling mechs and vehicles without VTOL can't block 'em. Now, you know that if a mech or vehicle is guarding your opponent's stockpile, he'd be able to block, right? This forces your opponent to guard his



"Fat Albert 3058: Mush Mouth takes Manbattan."

stockpile, giving him one less mech with which he can attack you. But wait, it gets better!

There's a new nasty little command card called Suicide Troops; there are six in this deck, if you haven't looked yet. This enhancement only attaches to a vehicle; if that vehicle attacks unblocked, put a "querrilla counter" on the site you attacked. During your opponent's repair/reload phase, for each "guerrilla counter" on each site, Suicide Troops deals two damage to that site. Your opponent can lose the counters by tapping mechs and vehicles equal to the number of counters he wants to get rid of and scrapping twice as many cards. It's a win-win situation for you! Your opponent will either have to scrap cards each turn or let down his defenses and scrap a bunch at once.

The other major attacking vehicles are the Ontos LRM Variants and Purnas. While not really heavy-hitters in the offense department, they've got decent armor and structure values—and three missiles each! The Ontos gives you a three-missile vehicle for a base cost of two. That's why the NAIS are in the deck, by the way—not to smash up your own vehicles whenever you feel like it. For even more firepower, enhance one of the rocket

VEHICLES

- 6 Gavalry
- 4 Gyrane
- 3 Demolisher
- 3 Magi
- 4 Ontos LRM Variant
- 4 Puma

COMMAND CARDS

- 2 Assembly
- 3 Ferro-Fibrous Upgrade
- 6 Hot-Loaded LRM
- 6 Logistics
- 2 NAIS
- 6 Suicida Troops
- 5 Tacties
- 4 Think Tank
- 2 Vehicle Repair Barn

SIDEBOARD

- 5 Miscouted Commands
- **8 Underworld Connections**

SUBSTITUTIONS

Cyrano

➤ Bulldog

Ontos LRM Variant - Bulldog LRM Variant

Puma

➤ Ontos-3058

Magi

Demon

"Stand fast men! They're after our fruit pies!"

launcners with Hot-Loaded LRMS. This enhancement gives a mech or vehicle with the missile option +X attack, with "X" being the number of missiles it can fire. The downside is that it can be more easily scrapped; however, in this deck, scrap metal is what you're after. Go through vehicles like you would aluminum cans. Vehicles aren't meant to stay around; they're meant to run over everything in their paths.

Rounding out your assortment of vehicles are two types that will add to your defenses—the Magi and the Demolishers. The Magi don't really pack a punch with their 1 attack; but for a base cost of 1, they've still got 2 armor and 7 structure to keep your stockpile well-guarded. The Demolishers hit a little harder. For a base 3, they've got a 2 attack, 3 armor and 5 structure, and they can Alpha Strike for +4 attack. With Demolishers and Magi guarding your stockpile, your opponent doesn't stand a chance of getting through your defenses early in the game.

A couple of other cards from *Arsenal* round out the assault. Ferro-Fibrous Upgrade is an enhancement that basically makes all your vehicles more difficult to kill; if the enhanced vehicle receives damage, you can prevent up to three damage to that vehicle and scrap the Ferro-Fibrous Upgrade instead. It's great for protecting your little VTOL vehicles like Cyrano and Cavalry.

Also, don't overlook a handy resource card called Vehicle Repair Barn. Yes, not only can you tap it for resources, but you can also tap it to repair one point of structure damage to each of your Vehicles. If you've got both of your Barns out, your opponent better pray for methods besides mere damage to deal with your mean machines.

Included in the sideboard is a special combo for your hapless opponent that I like to call, "Going Nowhere Fast." If your opponent is only playing with mechs and no vehicles, sub in all eight of these cards. Misrouted Command is a staple in lots of solid Battle Tech decks. With Underworld Connections, your opponent will never be able to use his mechs again—unless you let him. Simply Misroute the mech that's giving you the most trouble and use Underworld Connections to keep that mech replete with diversion counters ad infinitum. Don't forget to use a Think Tank for Politics when you get one, though.

So listen up, rookie. You've got what you need now to run over your opponents full steam. Grab your keys, fire up those engines and start driving!

Steve Zamborsky can't wait for the new BattleTech expansion Oblong Objects so he can pilot his 1975 Beetle BTL-1 to victory.

UP YOUR SLEEVE

TORMANO LUAO

Arsenal brings us one of the most potent combo cards in the agame—Tormano Liao. This personality can tap or untap a command card during your mission phase. Big deal? You bet it is. There are so many command cards that tap when they work for you in the game, it's not even funny. It especially won't be funny to your opponent when you bring ol' Tormano into play.

The uses of being able to untap a command card are many. You've got a mercenary out, but he'll only work for you once a turn? Tormano will convince him to work for you again next mission. Or maybe Tormano feels like putting a major hurt on one of your opponent's cards which is currently under construction. Tap your Nekekami Sabotage for the five damage, use Tormano to untap and repeat. With Adam Steiner, you can untap two of your mechs each turn, or get Tormano to help with the Airdropped Supplies.

Here's one of my favorites: You've got a Time Bomb ticking away for your opponent. You can use Underworld Connections to add another counter to the Bomb, then use your Connections again thanks to Tormano. It looks like time is running out for your opponent! Or just go for simply getting the most out of mission-helping cards like Doc Trevena or Jump Troops; with Tormano you use them for more than one mission.

Of course, it's enough that Tormano can do all these things, but that's just one aspect of his ability. He can also tap any command card in play. Even though he can only do this during your missions phase, it's still a handy ability. Your opponent can say "bye-bye" to the mercenary he just bought to protect himself; Tormano paid him off.

There are dozens of possibilities, and with each new expansion and more command cards that can be tapped during the missions phase—Tormano is sure to become even better. ■ Steve Zambersky



Tormano Liao is the ultimate utility combo card.

....

FILLING THE SHOES OF THE WORLD'S WORST MAGIC PLAYER

DEAD MAN'S









YOU CAN'T WIN.

Despite your best efforts, Eugene T. Dudley, the worst Magic player in the world, is struggling at the end of a grueling match. His appanent, Steve "Slowpoke" Sluman, has been playing a Stasis deck to perfection—enough so that despite Eugene's best efforts, he finds himself completely tapped out, facing a Stasis and a Kismet. Even worse, our hero's library and graveyard are completely empty, so he is looking at yet another discouraging defeat despite still being at full life.

For a conventional player, this would be a worry. Of course, Eugene realizes that all he really has to do is untap all of his permanents and the game is his—at a paltry 6 life, Steve would quickly die before his onslaught. A bit puzzled, Eugene has asked you to help him. The goal? Have all of Eugene's permanents untapped at the same time at some point during his turn.

KEEP IN MIND THE FOLLOWING:

- It's the beginning of your turn.
- Steve is only at 6 life, so you might just pull this one out for Eugene.
- Eugene is at 20 life and a bit cocky about it.
- You have no cards in either your library or graveyard.
- All lands, creatures, and artifacts in play—including Steve's—are tapped.
- All you have to do is make sure all of your permanents are untapped at the same time at any point in the turn.

LAMID

Snow-covered Forest x2 Snow-covered Island Snow-covered Swamp x2 Volrath's Stronghold

CARDS IN PLAY

Balduvian Cosjurer
City of Salitude
Crypt Rots
Elder Druid
Forbidden Crypt
Initiates of the Ebon Hond
Introder Alarm
Oath of Lim-Dül
Orcish Lumberjack
Quision Ranger
Thefonite Monk
Wall of Roots

CARDS IN HAND

Boomerang Circling Voltures Elvish Spirit Guide Psychic Purge Snow-covered Island Spinning Darkness Twiddle

THE CONTEST

Mail in your step-by-step solution to:

DEAD MAN'S HAND:
TAPPED OUT
C/O INQUEST
PO BOX 118 CONGERS NY 10920-0118
The winner, randomly chosen from all correct
entries, will snag a box of Stronghold. All
entries must be postmarked no later than
June 26, 1998.

THIS MONTH'S DIFFICULTY RATING:

ABURDO
Craditi

LAST MONTH'S "TOKEN MANIA" SOLUTION:

- 1. Untop the Bottomless Yoult.
- Tap the Tradewind Rider and two token creatures to return the Takklemaggat to Turkey's hand. (You have 21 creatures in play.)
- Top the Bottomless Vault for five black mana and the two Urza's Towers for six colorless mana. Cast Carrion and socrifice the Sliver Queen. (27 creatures.)
- 4. Activate the Basium Strip.
- 5. Cast Carrion from your graveyord and socrifice the Phekidagrif. (30 creatures.)
- 6. Pay the Tombstone Stairwell's upkeep. (32 creatures.)
- 7. Draw the Mountain and put it into play.

- Top all but one of your lands (the Forest or Outpost) for 14 mana. (Sacrifice the Dwarven Hold for two red mena.)
- 9. Cost Sarcamency to create a 2/2 Zambie. (33 creatures.)
- 10. Cast Lab Rats to create a Rat taken. (34 creatures.)
- 11. Using the still-active Bösium Strip, cast Lab Rats to create another Rat. (35 creatures.)
- 12. Activate the Spike Breeder to create a 1/1 green taken. (36 creatures.)
- 13. Sacrifice the Prism token for red mana. (35 creatures.)
- 14. Cost Mogg Infestation on yourself. (70 creatures, all tokens.)
- 15. Use the still-active Bösium strip to cast Magg Infestation again, giving a wkapping total of 140 taken creatures.



-Craig Churchill, Mount Pearl, Canada

A: No. Since the counters are applied before

the normal effect, the creature will be 0/2.

Q: If I cast Mana Chains on my opponent's creature and he does not pay the upkeep,

can I respond by casting Enchantment

Alteration to switch the Mana Chains to

A: Yes. The original creature will be

-- Chris Stewart, Tawas City, Mich.

another one of his creatures?

No. The Oream Halls simply provides an

The state of the s

A BOTTOM TOTAL OF PARTY

Q: Can I sacrifice a Badlands to my Rathi Dragon? How about a Sulfurous Springs? -Trevor Graham Schechter, New York, N.Y. A: Badlands, which says that it counts as a mountain, can be sacrificed to the Rathi Dragon, Sulfurous Springs, however, does not count as a mountain, and therefore cannot be used to pay the coming-into-

Q: Golgothian Sylex destroys all cards from the Antiquities expansion. Will this destroy an Ivory Tower reprinted in Revised?

-Adam Parker, Minneapolis, Minn. A: No. Cards like Golgothian Sylex only destroy cards with the appropriate expansion symbol on them. This does include Chronicles cards, however, since they too have expansion symbols from their original sets.

Q: If a Krakilin is brought into play using an Animate Dead, what is its toughness?

-Michael D. Hicks, Nederland, Texas A: Its toughness will be zero. Since it's not being cast, the X is considered to be zero, and it won't come into play with any +1/+1 counters.



O: When the last counter is removed from a spell that's been delayed by Ertai's Meddling, can I attempt to counter it again? -Michael Beardeu, Paragould, Ariz. A: No. The spell will resolve as soon as the

last counter is removed.

Q: If my creature is blocked by my opponent's creature, and I cast Ray of Command on my opponent's creature, will they still deal damage to each other? -Westley Bennett, Norfolk, Va.

A. No. If a creature changes controllers, it's removed from combat. Your attacking creature is still considered blocked and won't deal damage to your opponent unless it has trample.

Q: All of the cards in my graveyard are green, as are all the cards in my library, including a Gaea's Blessing. If my opponent uses a Grindstone on me, what happens?

-Jerred Chate, Keller, Texas A: The Grindstone's ability must finish resolving before the Gaea's Blessing can take effect. Your entire library will be put into your graveyard, and then the Gaea's Blessing will shuffle your graveyard back into your library.

Q: I'm attacking with an Elven Warhounds, and my opponent blocks with a Dream Fighter. Will the Fighter be put on top of the library or will it phase out first?

-Nick Steidl, Dallas, Pa. A: The player who is taking his turn plays his triggered ability first, putting the Dream Fighter on top of the library. Then, the other player's triggered ability is played, phasing out the Elven Warhounds.

O: Can I use Deflection to make Final Fortune affect my opponent?

-Ryan Rodriguez, Plantation, Fla. A: No. Final Fortune is not a targeted spell, and Deflection can only be used on spells with a single target. Only spells which actually say "target" are considered targeted spells. The exception is local enchantments, whose targeting requirement is described by their card type.

Q: If Eladamri, Lord of the Leaves is in play, can my opponent cast Extinction naming "elves?"

-Mike Newton, Palatine, III. A: Yes. The Extinction is not a targeted spell, so Eladamri can't prevent it from working.

Q: What happens if I cast Dark Ritual while a Hesitation is in play?

-Stephen Hobson and Nick

Richardson, Worthing, England A: Mana sources are announced and resolved in a single event, so the Dark Ritual will successfully resolve. Then, the Hesitation tries to counter the Dark Ritual and fails because the spell is no longer being cast. The Hesitation will still go to the graveyard, however.



O: If a Gravebane Zombie is killed by a Krovikan Vampire, where does the Zombie go?

-Ken Zavodney, Murfreesboro, Tenn. A. The Gravebane Zombie goes to the top of its owner's library, and since it is no longer in the graveyard, the Krovikan Vampire cannot put it into play at the end of the turn.

Q: If my opponent has a Rathi Dragon in play and I copy it with my Echo Chamber, what happens?

-Tom Alfonse, Dartmouth, Mass. A. Your token counts as coming into play, so you must sacrifice two mountains or bury the token.

Collin Jackson has always wanted to stomp through a toy city just like Godzilla.







How many times can I do an action | L. Once per turn. That means that you've got to be careful when you use an action like the Blackjack's dutfit action or Tag Chang's bullet benus action. Pick your time carefully.

what is an action, anyway?

Actions are things listed on cards that Shoetout." Everything eise is an ability or on effect and isn't covered by the "once per turn" rule

Cther actions besides Gean Op the Tewn create a sheotout but don't specify the location; Dead Man's Hand comes to mind Do these take place in Tewn Square or somewhere else

L They take place at the location of

What's up with the card A Coach Comes to Town? It's confusing as all get out

k When forming passes, assume that the lecation of the event is the Yewn Square

: If you have the most influence and got to draw an additional card, hew does that count towards your fimil?

k Yeu have a maximum hand size of whatever plus one. You discard cards before you draw the "bonus" card

if the Blackjacks beet one of their already wanted dudes to gain 2 ghost rock can you boot the Branch Office to gain 2 ehest rock?

k: Nope. They're aiready wanted.

Are goods unique?

🖟 No. It's unclear in the rulebook, but uniqueness enly applies to dudes and deeds

Special thanks to Luke Peterschmidt and Neal Steed for the *Boomtown* faq. Peint yer browser to www2.onix.com/ wildcard/deadlands/faq.txt for a heap more answers to questions about the game

HUUSE HULLS

THE BEST IN CAME VARIANTS:

DOIN AL

By Jason Schneiderman

At the Day of Thunder world championships the greatest heroes of Rokugan united to defeat the malevolent god that dwelled in the body of the emperor. The horrible undead army fell before the might of the Unicorn cavalry. And, in the real world, the creators of Legend of the Five Rings told the story of Doji Hoturi's death and Toturi's ascension to the throne.

But what if that fateful day had gone differently? Chris Bergstrom doesn't take the Lion clan to victory; instead, it's some nameless player with a Yogo Junzo's Army deck that comes in first at the tournament. With trembling fingers, Dave Williams is forced to open, rather than tear up, the envelope labeled "EVIL WINS," and watch as the world he created falls into a thousand years of darkness.

As in a standard game of Legend of the Five Rings, the object is to destroy all of your apponent's provinces, reach 40 family hanar, bring your apponent to -20 family honor or bring all five elemental rings into play.

Everyone needs their own legal LSR decks, both Dynasiy and Fate. All cards that refer to the Thunders are banned. This includes the various Clan Thunders, the Mountain of the Seven Thunders, A Soul of Thunder and so on. You may not use the strongholds of dead clans.

• All cords from dead clans lose their clan affilia-

- non and are considered unaligned.

 You may only ally with players of your type—noble or fatten. However, you may appose
- any type of clan.

 All players may gain honor from battles. Noble clan players gain honor from bringing personalities into play at full cost and by bowing honor-producing holdings. Fallen class may gain henor by playing cards that normally cause on honor loss.
- The Imperiat Favor is replaced by the Dark Lord's favor.



Rokugan is a much darker place when evil wirs, but who can resist the wily charms of focey?

THE EMPIRE UNDER FU LENG

After the defeat of the Seven Thunders, the great clans of Rokugan fall into three categories: those who serve the new emperor, those who rebel against him and those who no longer possess clan status. Each operates by a slightly different set of rules.

The fallen clans have been adopted by Fu Leng and strive to serve him in his capacity as the undying emperor. The Dragon clan has replaced the Lion as the elite warriors of the empire, led by the emperor's new consort, Mirumoto Hitomi. Under the guidance of the crafty Kakita Yoshi, the Crane maintain their hold on the imperial treasury and keep Fu Leng's ear with a mixture of flattery and intrigue. The elemental masters of the Phoenix, corrupt to the core through their pursuit of the Black Scrolls, study forbidden magics with the emperor's approval, while the troops of Yogo Junzo's Army are omnipresent in the city of the Iron Citadel, Each of the fallen clans has received an increase in power. However, they have also been crippled-each is

denied one of the paths to victory.

The noble clans work in secret, hoping to overthrow the dark lord. The Crab clan, battered from its great loss, struggles to beat back the abominations that erupt from the Shadowlands. With their homelands still reeking of taint, the Naga will not return to sleep until the horrors recede. The monks of Shinsei search the prophecies for a way to undo what has been written. Finally, the Mantis clan, having never earned Fu Leng's wrath, still takes its trading ships from port to port, waiting for the proper moment to overthrow the false Emperor.

The four other great clans are no more. The last Akodo has fallen with the last Hantel, and the rest of the Lions are dead either from battle or seppuku. The victory of Junzo came over the bodies of the Unicorns and their peasant troops, now serving the emperor after death. Bayushi Kachiko paid for her betrayal with her kinsmen's lives; with the Black Scrolls opened, there is no need for the Scorpion clan. As for Toturi's Army—the ronin's polished skull sits in Fu Leng's throne room. Yogo Junzo has called the fallen champion "delicious."

66 INQUEST 39



To do well in this variant you'll need to please Emperor for Leng.

LIVING WITHOUT HONOR

There is little room in the Thousand Year Reign for the "honor" of Rokugan. The old virtues are practiced in secret, but brutality and treachery are the order of the day. On the other hand, the monstrous Fu Leng gives his respect to those who curry his favor or practice abominable acts.

In game terms, this means that both noble and fallen clans can gain honor, and even reach victory from it. However, they do so in very different ways. Fallen clans gain no honor from bringing personalities into play at full cost, nor may they gain honor from bowing holdings. However, taking an action that would normally cause a player to lose honor instead causes an honor gain of half value, rounded down. For example, a

Crane player who played a Kolat Assassin gains two honor. Bringing a Black Market into play gains him one honor. Bowing it for gold, however, gains no honor. This does not apply to actions played against a fallen clan player: A Shame will still cause a loss of seven family honor. In addition, all fallen clan characters are presumed to die dishonorably, causing a loss of family honor. Fu Leng has little tolerance for failure.

Noble clans operate under the standard LSR rules for honor.

DARK LORD'S FAVOR

The Imperial Favor has been replaced by the favor of the

Dark Lord, as detailed on the card of the same name. The favor has the following abilities:

Limited: Target a player who must discard a card from his hand.

Open: Dishonor a target personality.

Battle: Reduce one opposing card's force to zero.

Reaction: Reduce one honor gain to zero.

Only fallen clans may lobby for or use the Dark Lord's Favor. However,

noble clans with a sufficient honor score may attempt to block a lobby attempt, or take the favor away from a fallen clan who holds it.

A TIME OF DARKNESS

There are two ways to play a Dark Victory game. The first scenario is fallen clans vying against each other for power in the bloodstained kingdom of Fu Leng. The other pits the fallen clans against the noble ones in a battle to set things right again. Although the fallen clans have a power boost, noble ones can gain honor like wildfire, making the gap close. And, if the noble clan wins, perhaps there is hope for the Emerald Empire after all.

As you can see, Jason Schneiderman always looks on the bright side of life.



The clans allied with Fu Leng have been rewarded for their treachery. All numerical stats remain the same.

Imperial Keep at Dragen Mountain

When this family loses a province, add two Strength points permanently to all your remaining provinces. Your opponents may reach -20 honor without losing the game.

Limited: Bow a samural you control to challenge a personality to a duel that may not be refused.

The Provincial Estates of the Craue

You begin play with the Dark Lord's Favor in your possession. You may not win by a Military Victory.

Limited: If you have the highest family honor, you may bow this stronghold to lobby for the favor instead of bowing a personality.

The Tainted Halls of the Phoenix

You may never bring an Elemental Ring into play.

Bow to produce nine gold when bringing a shugenja into play. The Shugenja involved gains the Shodowlands trait permanently.

Reaction: Bow when bringing a spell into play to reduce its gold cost to zero.

Yogo Junzo's Horde

You cannot gain or lose honor. Your cards are immune to fear. Your Personalities may not swear fealty. You may not take political actions or actions which cause another player an honor loss.

Reaction: Bow when bringing a Shadowlands card into play to reduce the gold cost of the card by four.



INSPIRATION & ADVICE FOR

BY BRENT FISHBAUCH

gers Assemble

s your players open the scrol, the words unfurling before them read that six adventurers will gather from all parts of the globe to defeat the invading goblin armies...below that—scrawled in blood—lie the names of all the player characters (PCs). There is a moment of dead silence...before one of your players smacks you upside the head with a half-empty bag of Cheesy Poofs. "What? Not that old 'prophecy' shtick again!" They stomp out of your home in a murderous rage, but not before burning all your gaming supplies.

Assembling a group of adventurers for any scenario without resorting to clichés or plot devices the players have seen a zillion times can be a daunting task, but there are two major ways to improve your chances of generating something new and surprising: "pre-playing" and "the coincidence."

KAUW YOUR PLEYERS

Before the first session takes place, you need to take some time out to come up with good ways to "gather your flock." To do this, it's necessary to know the PCs' motivations. The best way to accomplish this? Have your players fill out bio sheets. A bio sheet is a short list of questions the player answers about his character to give you more information about his prior life and goals than the character sheet with its stats and equipment list can provide.

Some sample questions: Where does the PC hail from? Why does he go adventuring? What events in his past most affected him? The answers to these questions and others like them give you something to work with when linking items or events in the characters' histories, is one player seeking revenge on the six-fingered sellsword who slew his father? Guess what? That same multi-digited individual is now the right-hand man of the malicious prince who has kidnapped the true love of another PC. Another PC used to work miracles for the same prince before he was unceremoniously discarded for being too old. The more detailed the bio, the better. Just make sure your players remember that 🖞 their characters are beginners; their pasts shouldn't be

more adventurous than their futures.

Before you send your PCs into the world, make sure you as GM know:

- Where they were born. Where did they spend most of their lives? Could they have run into each other before the first game session without knowing? Could a number of PCs have been present at the same major historic event?
- The most important personal relationships of their pre-game days. Could the PCs be related by blood or by their relationships to a teacher, lover or ruler?
- Their skills & occupation. What skills do they possess that may lead them to encounter one another?
- What they own. What kind of equipment or personal items do they carry beyond the ordinary?
- Their reasons and motivations for embarking on an adventurous career. Are they searching for something in particular, looking for some quick cash to pay off debts, in search of the adrenaline high or on the run from the law?

Possessing the answers to these questions before you start will prove to be an invaluable asset in assembling your PCs cliché-free.

"PRE-PLAYING"

While more work for the gamemaster, playing with the characters one-on-one—soloing—allows you the greatest chance for coming up with something innovative to link your characters

Characters' pasts shouldn't be more adventurous than their futures.

together as a party. You not only get to see how they play, but it allows you to maneuver PCs into positions which allow them to meet less than haphazardly.

For instance, let's say you're running a *Star Wars* adventure. Soloing with your first player, you discover that he is a smuggler, motivated only by profit. During one of his smuggling runs, Imperial forces under GM control board his vessel, and he's forced to dump his contraband overboard to avoid arrest. Now hunted by the crimelord who hired him, the smuggler is forced into hiding on a backwater planet where he conveniently meets PC number two, a novice warrior who decides to go adventuring after he meets PCs number three and four, two droids with a mission who have just escaped the Empire. What seem like chance meetings allow the GM to assemble a party without the actions seeming deliberate or forced. These meetings take time to develop.

Similarly, you can condense the process if you're pressed for time. Pick a couple of characters with similar backgrounds and say they meet on the road. Get them talking to each other: A couple of warriors could share memories of battles in which they've fought; two potential campaign members may discover that they are from the same geographical area; maybe they share the same religion. Though more difficult than soloing—especially if your PCs haven't fleshed out their backgrounds—this initial session will help smooth out the story for the rest of your campaign. However, if your players just hand you a stat sheet and ask you to go to it, you're definitely better off going with...



If at all possible, steer away from plots and devices that would set your PCs at odds.

"THE COINCIDENCE"

If you were to run an adventure like the "prophecy" example mentioned in the opening—attempting to assemble the PCs and begin cold in one burst—it would fall into this category. The trick here is to stay away from clichés—plot devices like the prophecy that have been done to death. Using the coincidence method is straightforward: simply get all the players in the same place at the same time and give them a common goal or bond. This is deceptively easy on the surface, but you must remember that there has to be something to keep the party together after the initial meeting or adventure. For example:

- The PCs happen to be in the same city when riots take place during an anti-war protest. The PCs are arrested, whether or not they were actual participants, and due to an overburdened legal system, they are rushed through a kangaroo court to a death sentence. Now, they must unite to escape or die on the block. After they've joined up, you can set the adventure hook with information possessed by one or more of the players.
- The ruler of a small country needs a dangerous task accomplished as soon as possible so he sets a contest. Teams, assembled randomly, will race to accomplish the goal with a king's ransom going to the winning team.
- Vampire hunters descend en mass on your PC vampires' city of choice. Now, despite their differences, the individuals must band together in order to assure their survival—either by fleeing or discovering the reason behind the hunters' sudden arrival.

Setting up an adventure and assembling a party is just like school in some ways; you're going to get out of it exactly what you put into it. If you and your players are willing to spend the extra time to write bio sheets and solo adventure before you get into the actual campaign, you're going to have a better roleplaying experience—with an emphasis on the fully fleshed-out "role." If you jump right into an adventure, you'll get a quick fix of action. But just like most things in life, how you begin a campaign depends on personal preference and initiative.

Brent Fishbaugh is just glad that all those creative writing classes in college are starting to pay off. Or are they?

n the far distant future, bazooka-wielding Orks stride through bloody battlefields, while veterans of the Imperial Guard hunker down in their tanks and brace themselves for the onslaught. Game Workshop's Warhammer 40,000 (also known as Warhammer 40K) is your passport to this dark vision of the 40th millennium. The mightiest armies of the age are yours to command.

STRATEGIES and GAME IDEAS FOR BEGINNERS

by robert aller

THE ARMIES

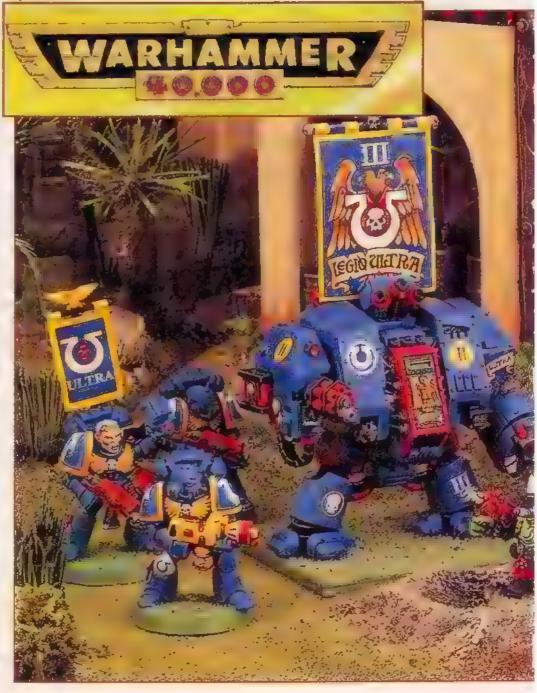
In building a Warhammer 40K army, you get a certain number of points to spend. Generally, the better an army rates in such areas as speed, shooting accuracy, weaponry and close combat prowess, the more points you'll have to spend to acquire it.

A single Space Marine is far superior to an Imperial Guardsman. His weapon, the trusted bolter, is likewise superior to the Guardsman's lasgun. However, the Space Marine costs 30 points, whereas the Guardsman costs only 10. In other words, you can buy three Guardsmen for the price of a single Marine. While one Space Marine will wipe the floor with a lone Imperial Guardsman, he'll have his hands full facing three of them.

The bottom line: The huge advantage afforded skilled armies is usually balanced by the sheer number of cannon fodder troops you can buy with the same number of points. Here's a rundown on the most common Worhammer 40K armies:

SPACE MARINES

STRENGTHS: Imperial Space Marines are truly lacks-of-all-trades. Their soldiers are among the most powerful as they also have access to some of the best support in the game-Land Raider tanks and Space Marine



Dreadnoughts, powerful walkers which are well-armed and difficult to kill. Few armies can outshoot the Space Marines or match their general flexibility.

WEAKNESSES: Alas, all this flexibility comes at a high point cost. Space Marines kick ass, but they are definitely the few, the proud and—usually—the outnumbered.

GENERAL TACTICS: Marines are fast and flexible. That's their thing. Pound the enemy with Devastator Squads, Dreadnoughts, Predator Tanks and Terminators and then use your superior speed to exploit an opening.

IMPERIAL GUARD

STRENGTHS: The Imperial Guard are the groundpounders. They are cheap and plentiful—devastating in mass attacks where numbers count more than skill. They can field a powerful assortment of tanks and also have useful support units: Ogryns, massive abhumans who can take severe abuse and dish out the damage with their impressive ripper guns; Ratling Snipers, diminutive "halflings" who are excellent shots with their needler sniper rifles; and Rough Riders, fast attack cavalry, armed with explosive hunting lances.

WEAKNESSES: Basic Imperial Guardsmen are poorly armed



"Herry up, lads! We have to take these stairs!"

and armored. They are also not well-suited for hand-to-hand combat and have low-powered characters.

GENERAL TACTICS: You've got lots of troops with long range weapons. Sit back on a hill somewhere and hammer your enemies from afar. Avoid hand-to-hand combat, but be prepared to blitzkrieg in if a weakness presents itself.

SISTERS OF BATTLE

STRENGTHS: The Sisters of Battle are powered armor troops like the Space Marines. Battle Sisters are armed with bolters and heavy weapons, while the specialized Seraphim can jump-pack across the battlefield to devastate their enemies with massed pistol fire or grenades. The Sisters can also field



A Common of

Warhammer 40,000 Box Game, \$69.99. Big box of armies. All of the rules, miniatures, templates, dice and background you need to start playing.

Dark Millennium, \$39.99. Adds more vehicles and psychics to your game. Also includes rules for victory points and strategy cards.

RECOMMENDED SUPPLEMENTS:

The codex of your choice, \$19.99-\$24.99. Each 40k army has its own codex which describes its features: pick an army that interests you and buy that book!

Miniatures, starting at \$5.99. You probably won't stop with the minis from the box set. You'll want new squads, vehicles and characters. Then, you'll want to start that second army...

a variety of Eccelsiarchy troops, including powerful characters and mobs of Frateris Militia. Although poorly armed and skilled, the Frateris Militia can often overwhelm the enemy with sheer numbers.

WEAKNESSES: The Sisters have poor support capabilities. They are also limited to only a few squad and character types. GENERAL TACTICS: Divide your forces into two groups: a static anvil and a fast-moving hammer. The anvil—consisting of Battle Sister squads with bolters and heavy weapons—pours fire onto the enemy, while the hammer—consisting of Seraphim and perhaps an Immolator tank—quickly flanks the enemy to surround and crush them.

ORKS

STRENGTHS: Mean and green. Orks are a massive army, with six different clans and a wide variety of weird and powerful weaponry. In addition to being strong as a horde, Orks often possess weaponry that widely varies in effect. Some of their guns—Kustom Shootas, for example—can either be less powerful than a regular bolter or more powerful than a lascannon. They also have fast and well-armed bikes and light vehicles—like buggies and wartracks. The Orks are a gambler's army, but they're always fun to play. With troop names like "Blood Axe Kommandos," "Madboys" and "Freebooterz," how can you go wrong?

WEAKNESSES: Ork weaponry is rather variable in effect: sometimes great, sometimes horrible. Orks also have low leadership and lack strong characters.

GENERAL TACTICS: Orks swarm opponents. Individually they can't hit the broadside of a barn, but get them in a mob, and they're murder. Move to close range and use your mass firepower to wreak havoc. At all costs, avoid close encounters with big nasties like daemons, Space Marines and Eldar avatars.

saintins vour miniatures

In Warhammer 40K, playing is only half the fun. Many gamers enjoy creating their own armies, painting and modifying them. It takes a lot of practice and patience to get the results you see at cons and in the pages of magazines, but don't despair. It'll take a while to get the hang of precision painting.

inquest #38 featured an introduction to miniatures ("Heavy Metal," pages 96-100) which shows you step-by-step how to paint these battlefield beauties. Also check out How to Make Wargames Terrain, by Games Workshop. But the best way to learn how to improve your painting skills is to talk to another painter; check at your local hobby shop or on the Internet for a veteran with some tips. You may also find some how-to workshops at conventions.



It is a dark time for Remulak, as the Conchead army fights for survival. Meps!

ELDAR

fast. Each of their troops excel at a certain area, but suffer in others. For example, their Dire Avengers can lay down a withering amount of firepower with their Shuriken Catapults within 24", but they lack heavier firepower or close combat ability. Two of their basic troop types—Swooping Hawks and Warp Spiders—have the ability to traverse the battlefield quickly to go where they are needed. They also boast fast, well armed and powerful support units.

WEAKNESSES: Eldar squads lack flexibility. Also, the armor on their tanks and jetbikes tends to be weak.

GENERAL TACTICS: Use the Eldars' great speed and firepower to swoop in and exploit enemy weak spots. Get out as soon as you do your damage, because your ordnance can't hold up under heavy fire.

CHAOS MARINES

STRENGTHS: Chaos Marines were once a part of the Imperium, but rebelled and were cast out 10,000 years ago. They function

a lot like their Imperial counterparts, except that they lack some of the hi-tech equipment. However, they more than make up for this with the awesome powers of chaos on their side—daemons, Bezerkers, Noise Marines and a wide array of daemonic gifts and powers.

WEAKNESSES: Chaos suffers the same high point cost as Space Marines. Daemons are powerful but vulnerable. Chaos also lacks hi-tech items like Land Speeders and Jump Packs to get into combat quickly.

GENERAL TACTICS: Move to hand-to-hand or close range and then let loose the daemons o' war. Don't skirmish with troops that move faster than you, like Ork buggies and Eldars, because they'll pick you apart.

TYRANIDS

STRENGTHS: The Tyranids are a completely bio-organic army. When they need something, they grow it. These armies

are masters of close combat and possess extreme speed, allowing them to move about the battlefield at will.

WEAKNESSES: Tyranids are poor at ranged attacks. Their strong dependence on the leadership of Tyranid Warriors and the Hive Tyrant is also a problem; if these leaders are all killed, a Tyranid army will probably fall apart.

GENERAL TACTICS: Charge! Most of the Tyranid army needs to be in close combat to do anything. Tyranid armies need to combine their great speed with available cover to get themselves into close combat with the enemy before they're shot to pieces.

ON THE FIELD

So, now that you have a grasp on the different armies, the big question is what to do with them on the battlefield. Here are a few basic fighting styles common to Warhammer 40K games:

THE DEVASTATOR. Using heavy weapons, tanks, dreadnoughts, etc., pound your opponent into submission with a withering hail of punishing firepower. This is the preferred tactic of the Imperial Guardsmen.

THE ASSAULT: With superior hand-to-hand ability or a massive swarm of troops, carve through the enemy line. This style involves an all-out charge into hand-to-hand combat. Tyranids like this one.

THE FAST ATTACK: Using fast-moving and hard-hitting troops, come in quickly, deliver a lethal blow and then retreat before enemy troops can react. Repeat as necessary. The Eldar excel at this tactic. THE FIREFICHT Send in "basic" troopers and dish out as much low-strength firepower as possible to wear down a

superior enemy. Even against a Devastator force, such an army can often carry the battle. Accuracy is important for this tactic, making it an ideal mission for the Space Marines.

THE HORDE: Using the cheapest armies possible, build a huge army of little peons who can swarm the battlefield and overwhelm the enemy. Accuracy is not nearly as important as playing the odds; 100 terrible soldiers will usually do more damage in the long run than 10 elite troops. Orks excel at this tactic.

Though each army type has a tactic that most effectively utilizes its strengths, be prepared to change tactics to take advantage of opportunities that present themselves on the battlefield. If you stick to the same tactics every outing, you'll become predictable.

During the game, watch out for units that are "counters" to yours. Heavy weapon troopers are great at shooting at enemy troops across the battlefreld, but they tend to get shredded in hand-to-hand combat. There is always an enemy out there you can't defeat. Look out for them.

Maneuvering plays a big role in Warhammer 40K. If you're facing a force you can't handle, find good cover or run away. On the other hand, if you see an enemy unit wandering around

Let's take a look at a well-rounded 1,000 point Ork army. You can assemble this army using many of the miniatures that come in the *Warhammer 40,000* Box Game. Presented by Zoggit, Gretchen scribe.

WAAA-HUME-SHASHA ARMY

Characters (270 peint total):

- Warboss Dakbreff Humle-Smasha. Mega-Armor, Plasma Gun, Powerfist. (106 points)
- "e's a tough one, Humie-Smasha. Knock yer zeggin' 'ead off."
- Bighoss Zogface. Flak Armor, Bolt Pistol, Kustom Shoota. (55 points)
- "Da boss's bestest mate. Wif a big, big gun."
- Mekantak Twistit. Fiak Armor, Boit Pistol, Shokk Attack Gun; six stands of Snotling "Ammo." (73 points)
- "Twistit is da fixa when da boyz break stuff. 'e's also 'andy wif dat gun..."
- Runtherd Ereholdis, Flak Armor, Bolt Pistol. (18 points)
- "Da meanest greenest Runtherda in da whole Waaaa..."
- Palaboy Snippaz. Flak Armor, Bolt Pistol. (18 points)
- "eartiess, evil, cruel git...but comz cheap!"

Squads (495 point total):

- Nobz Mob. Five Nobz, with 'Eavy Armor, Bolters, Chainswords. (125 points)
- "Da Tuff Gitz. Dey leadz da way across da field..."
- Bad Moonz Mob. 10 Bad Moon Boyz, Flak Armor, Bolters; two with

LasKannons. (190 points)

- "Da Rich Gitz. Dey iz lazy; dey sit back an' shoot. An' shoot."
- Boff Boyz Mob: 15 Goff SkarBoyz. Flak Armor, Bolt Pistol, Axe. (195 points)
- "Da Mean Gitz. All dey do is 'WAARG!!' and 'CHARGE!!"
- Bretchin Meb One: 19 Gretchin. Flak Armor, Autogun, Knife. (95 points)
- "Da Runnerz. Brave gitz. Dey get shot at."

Support (235 point total):

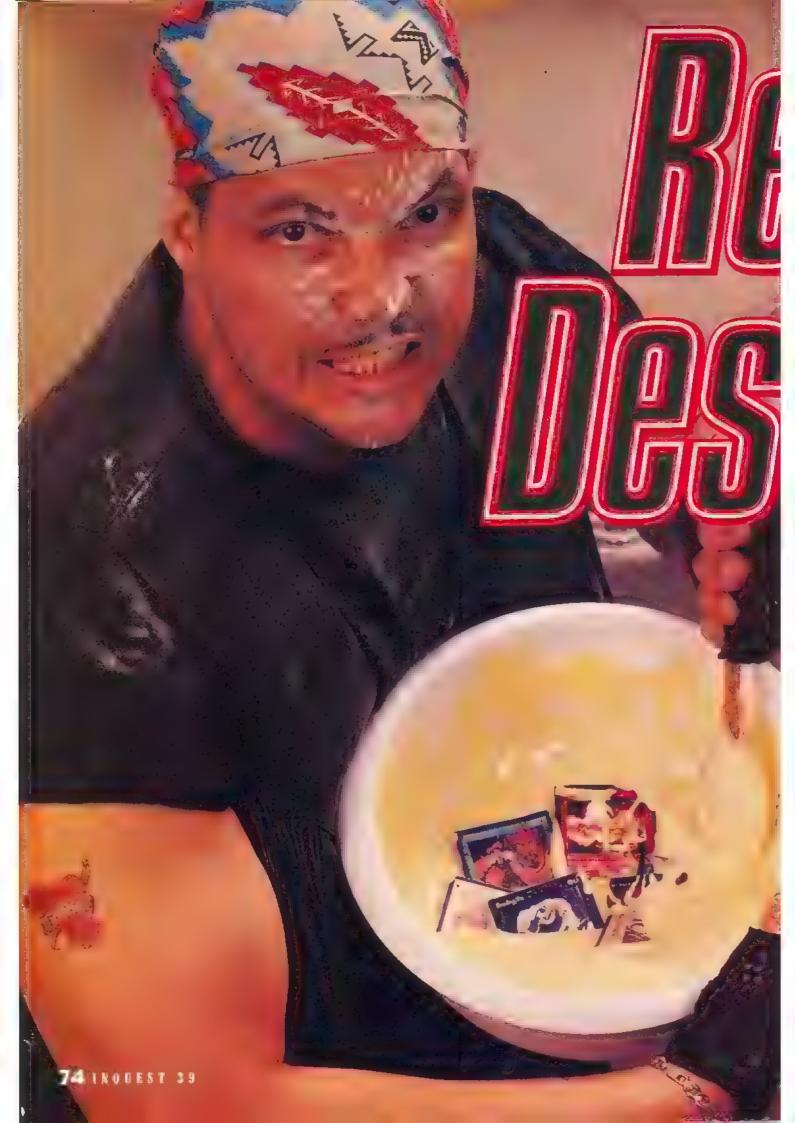
- Dreadnought. With 2 x Powerclaws, 1x Lascannon, 1x Heavy Bolter. (145 points)
- "Dis iz Sammie. Sammie is ded 'ard, and ded shooty."
- Two Warbuggles, Twin Linked Heavy Bolters, (45 points x 2)
- "Dey iz da Danger Boyz. 'Danger,' 'cuz you best not get too close..."

that can't counter your tactics, swoop in and engage it. If your besieged unit is being overwhelmed by a horde army, try to inflict enough casualties to induce your enemy to break and run. If you're lucky, they won't come back. It is almost always easier to break the bad guys than to kill all of them.

Since Warhammer 40K is generally played with only two players and no referee, when a situation not covered in the rules arises, it's up to you to interpret the rules. Given that it is a competitive game, it isn't always easy to step back and view things objectively. If the debate starts to get heated and bog down play, do this: Note the problem, agree to work it out after the game and then flip a coin to see which player gets to make the call for that particular session. After you've finished, sit down with the rules and work out the disagreement; you can always cook up a house rule if the rules are silent on the point of contention. Warhammer 40K is the sort of game that attracts house rules like big gunz attract Orks; there are probably as many house rules out there as there are players.

Robert Allen, though an all-around nice guy, is not above shameless plugs. Check out his column "Small Talk" at www.rpg.net.







8. Reins of Power

why IT'S GOOD: Any time you can take control of one of your opponent's creatures, it's nice if there's a chance you can do something destructive with it. Swarming in to attack your opponent with his own creature always has poetic appeal, but it's even better if you can off the creature in the process. Like a Ray of Command on steroids, Reins of Power does the first part for you, grabbing the reins of all of your opponent's creatures—it's up to you to find something to do with them.

Fortunately, there are quite a few cards that let you dump creatures. The best is probably Goblin Bombardment; it costs nothing to use and you can sacrifice your opponent's creatures en masse. Ashnod's Altar lets you turn your opponent's critters into mana, useful for powering a big spell if he has a swarm of creatures. With Mogg Infestation, you can blow away all of your opponent's creatures, giving yourself twice as many in the process.

Another option is to reap the benefits of one of your own creatures by giving it to your opponent for a turn. Does your opponent refuse to play land to pump up your Dirtcowl Wurm? Give it to him for a turn and play the land yourself. Or try wreaking havoc on your opponent by passing him a creature with a hemous upkeep cost, like the Demonic Hordes, during his upkeep. PRIME INGREDIENTS: Ashnod's Altar, Demonic Hordes, Dirtcowl Wurm, Goblin Bombardment, Mogg Infestation.



If you're going to take central of your opponent's creatures, no reason to lethim have them back. After you attack, better down the batches and fire every!

Tap to make another creature 0/2 until end of turn. Treat this exactly as if the numbers in the lower right of the target card were 0/2. All special characteristics and enchantments on the creature are unaffected.

7. Sorceress Queen

WNY IT'S GOOD: A Sorceress Queen is what you get when a Prodigal Sorcerer dresses in drag. Either that, or a creature with a particularly powerful effect on combat. Alone, the Queen can negate the attack of any one creature—after all, what's a 0/2 creature going to do to you? Gnaw on your shins? More importantly, 0/2 creatures are easy to kill.

The ultimate zero-power slayer is the Dwarven Thaumaturgist, who can saddle the prey of the Sorceress Queen with a toughness of zero. Transmutation works just as effectively, and can catch your opponent by surprise. Dealing two points of damage to the weakened critter with an Orcish Artillery also does the job nicely, as does giving it +3/-2 with the Minion of Tevesh Szat. Another option is to force a creature to attack with a Norritt, cut it down to size with the Queen, and knock it off with whoever's handy—a Sengir Vampire is always ready for a snack.

PRIME INGREDIENTS: Dwarven Thaumaturgist, Minion of Tevesh Szat, Norritt, Orcish Artillery, Transmutation.

A menture with zero toughness im't jact dond. With an ability to regenerate, it's really doubt.

6. Spirit Link

WAY It's GOOD: Spirit Link is one of the most powerful reusable life-gainers in *Magic*. Stick it on your biggest critter and, whether it blocks or attacks, the life-points start rolling in. Maximizing this life-gaining ability is the key to abusing this card.

Spirit Link works double-duty when you use it on a "paymy-upkeep-or-else" creature. A Force of Nature will be powerless against you if you decide to stiff him his upkeep snack, plus you get the normal life bonus when Swamp Thing (or Leaf Thing if you're using 5th Edition) stomps through combat. You can also use Spirit Link to abuse the power of direct damage-dealing creatures. A Spirit Linked Orcish Artillery will net you two points of life for every two points of hurt it dishes out. If there are enough creatures on the table, a Spirit Linked Crypt Rats or Ifh-Biff Efreet will earn you dozens of life for just a few mana.

Spirit Link's low casting cost means you can toss it in any deck with even a small splash of white, so stick it in that deck that just needs a little extra life-gaining. Or, use it with other life-gaining cards and build up an unscalable wall of life.

PRIME INGREDIENTS: Banshee, Crypt Rats, Force of Nature, Ifh-Biff Efreet, Mogg Maniac.



"One point of durange for every weature in play, 18 life for me. One damage for every creature in play, 18 life for me. One damage...."



5. Fire Whip

way It's come: Fire Whip is an excellent way to get use out of those early-game weenie creatures—a Llanowar Elf in the mana-rich late-game environment is pretty useless, but you can give him a new lease on life as a Prodigal Sorcerer. But why is Fire Whip an awesome combo card? Because it does something no other card does: It grants a creature the ability to deal damage to a player, as opposed to an enchantment dealing the damage itself.

This means you can use all those creature abilities that activate whenever a creature damages an opponent, without having to attack. For instance, put a Fire Whip in the clawed hands of Nicol Bolas. In addition to being hit for one point of damage each turn, your opponent will also lose his entire hand!

If you equip a Marsh Viper with a Fire Whip, your opponent gets poisoned to death in a mere five pings. In a game with several players, The Fallen wielding a Fire Whip should put you ahead of the pack. Fire Whip can be the center of a deck devoted to this type of combination, but it's just as easy to blend a handful of these combos into a deck with another theme, doubling the power of the deck.

PRIME INEREDIENTS: Lowland Basilisk, Marsh Viper, Nicol Bolas, Sengir Vampire, The Fallen.

"Tage Target apparent must discred his or her hand."

Who wouldn't slay with a read like that t

4. Breeding Pit

WHY IT'S GOOD: The Breeding Pit was one of Dominaria's first fast food joints. For just a couple of mana down, you get a Thrull McNugget each turn. These McThrull tokens are great as basic cannon fodder, and they pile up quickly unless your opponent neglects his defense in favor of beating down the Thrull population. Plus, if you slap a couple of Bad Moons on the table, your flock of sacrificial lambs becomes a horde of bloodthirsty beasts, ready to make fodder out of your opponent.

The real beauty of the Breeding Pit, and other creature generators like it, is that you can take advantage of creature sacrificing effects without blowing a summon card each time. Instead of frantically depleting your hand to keep the Lord of the Pit sated, you can rely on a steady supply of fresh meat from the Breeding Pit. Why waste your better creatures on a Skull Catapult when you can decimate your opponent's forces with a downpour of Thrull corpses?

With so many uses, Breeding Pit can be the central card in a number of decks, with "horde" decks and "big-black-monsters-that-like-to-munch-on-other-critters" decks being the most popular.

PRIME INEREDIENTS: Bad Moon, Fallen Angel, Lord of the Pit, Moblustice, Stronghold Assassin.

There's nothing like a pile of engry thrullege to best down your appearants with a little Mab Justice.





3. Balance

WHY IT'S 6088: Balance is the ultimate "reset button," bringing everyone down to the same level. This makes it the cure-all for slow starts. Evening things out is all well and good, but the real key is using it in combos, where a well-timed Balance can give you a decided advantage. And the combos are many.

Try stashing your critters in Cold Storage or Safe Haven before dropping the bomb for an instant creature advantage afterward. Sacrifice your land to a Zuran Orb in response to casting Balance and you get a massive life-point injection while everyone else just gets hosed. Mishra's Factories and Jade Statues also work well, since you can play the Balance when they don't count as creatures, leaving your opponent out in the cold and you ready for action. Another good time to Balance is after attacking with a Teferi's Veil in play. While your creatures are stowed safely away in phased-out land, your opponent's critters are screwed.

And don't forget that Balance can be used to force your opponent to discard as well. With five cards in hand, try casting a Mind Bomb—while your opponent agonizes over how much damage to take, just discard all of your cards except the Balance Then play the Balance to flush your opponent's hand.

PRIME INGREDIENTS: Cold Storage, Mind Bomb, Mishra's Factory, Teferi's Veil, Zuran Orb.

Pump up your life while flattining everyone's mana flow—stock a few land in your hand and hit the ground running while overyone use just hits the ground.

2. Enduring Renewal

WHY IT'S GOOD: Dominaria's wintry Ice Age brought us more than laya Ballard and the Kjeldoran Skyknights; also rising from the snowy depths was the one card that has spawned more infinite loops than any other: Enduring Renewal. Even on its own, Enduring Renewal is a powerful game-changer, making the minions you already have on the table effectively immortal. What's more, the penalty that newly-drawn critters fly straight to the boneyard is easily circumvented with a friendly Hell's Caretaker or a Miraculous Recovery or two.

Enduring Renewal's real power, as alluded to before, is its ability to create infinite loops. Take, for instance, a Fallen Angel and any zero-cost critter and bingo! Infinitely huge Angel. Additionally, since Renewal states that creatures hit the graveyard before going back to your hand, a Soul Net will dredge up as much life as you have mana to dump on it.

Combine Enduring Renewal with Aluren and you can churn out cheap creatures for free. As long as your creatures have a casting cost of three or less, they'll be practically immortal. Add a self-sacrificing creature like Mogg Fanatic, Blood Pet or Bottle Gnomes to the combo and you've got a potent infinite loop. **PRIME INEREDIENTS:** Aluren, Ashnod's Altar, Hell's Caretaker, Mogg Fanatic, any Spike.

The king of three-card-combes, these three cards spell instant doors for your opponent. How much demage you want? 20? 50?! Inlinity???!



1: You may tap any land, creature, or artifact in play on either side. No effects are generated by the target card.

1. Icy Manipulator

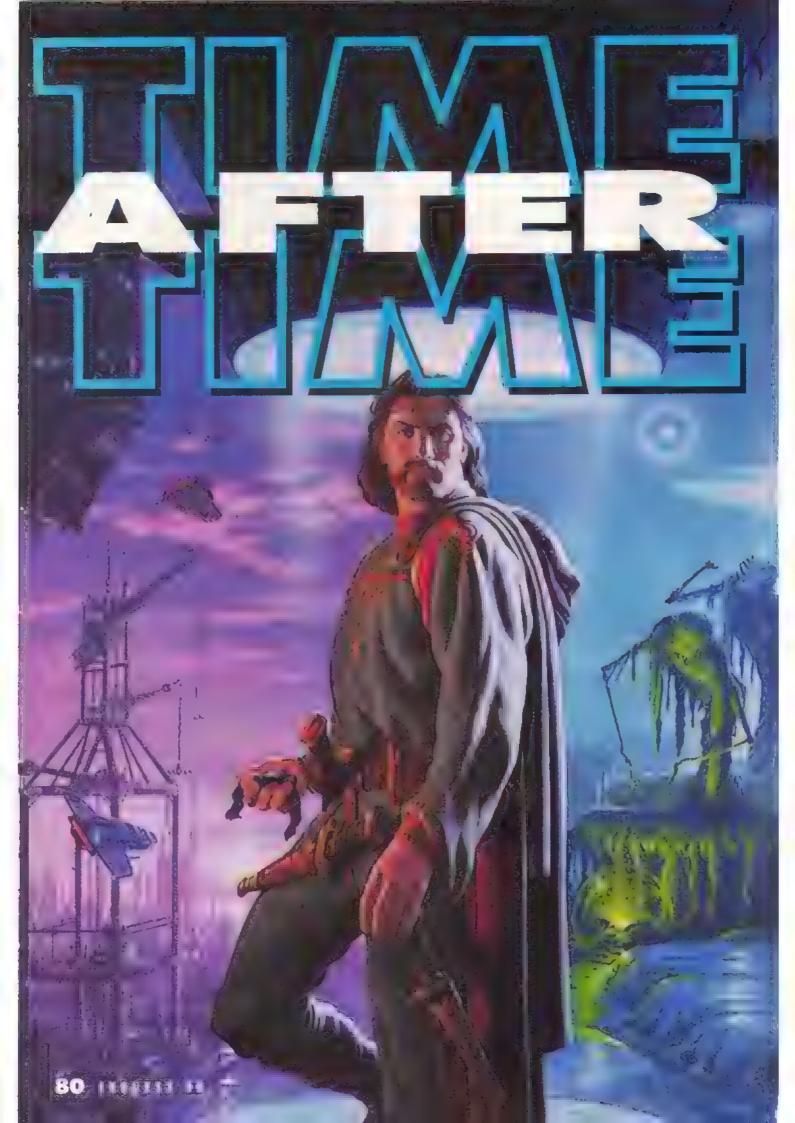
WHY IT'S EADE: The Icy Manipulator is a sort of "Swiss Army card," a useful addition to virtually any deck. The most basic use is as an inexpensive means of shutting down one of your opponent's toys, be it that unblockable attacker or that annoying Maze of ith.

More significantly, the Icy lets you take advantage of the rule regarding tapped artifacts—specifically, that a tapped artifact doesn't generate any effects. With the simple tap of an Icy, you can deprive your opponent of the benefits of your Howling Mine or laugh as your opponent's Black Vise sits impotently tapped until you destroy it at your leisure.

Then there's the famous Nettling Imp trick. Tap an opposing beastie, force it to attack with the Imp and then watch it perish as it sputters like a flipped-over turtle. The trick works just as well with a Royal Assassin, giving him a prime target for stabbing. **PRIME INCREDIENTS:** Howling Mine, Nettling Imp, Royal Assassin, Sands of Time, Winter Orb.

ley and Winter go together like your and current, and even Forms Gump on figure suit that being able to uniqueal your lands eveny term while your appearant is stock under the Orb is a good thing:

Jeremy Schichor fancies himself quite the chef. He's particularly fond of his latest recipe—Ouphe-berry Pie.



How to send your RPG on a roadtrip through the centuries by dan joyce

he death knight advances. Your paladin, stumbling backwards in his armor, draws his laser pistol and starts firing.
Fighting the shimmying controls, your starpilot crashes his ship through the spires of the Bastille, skidding to a halt on Paris' cobblestone Rue de Guerre. You've era-skipped four hundred years to 1789, smack-dab into the middle of the French Revolution.

Past? Future? With time travel, it doesn't matter; your campaign possibilities are endless.

Time's grand framework is a first-class campaign seed. It opens the door to just about anything you want: cyborg assassins from the future, Victorian inventors traveling to the twilight of humanity, dinosaur hunts in the distant past. You and your players need never be bored again. But—and it's a big "but"—time travel is also a Pandora's Box full of paradoxes waiting to bite your campaign in the ass.

Here's one: You give your players the keys to Doctor Who's TARDIS, and the first trip they make, your group's gun-nut accidentally blows away his own grandfather. Ergo, the gun-nut's father was never born, and neither was the gun-nut, so he couldn't have gone back in time in the first place. Unless you're double-majoring in philosophy and physics, you might scratch your head over this one.

Have no fear; InQuest is here to help. Is changing the past logically impossible? Probably. But don't worry about it; while it's a true scientific fact, it's also dull. If you want to run time travel adventures, forget about the paradoxes. We don't want you to hurt your brain.

Keeping that in mind, here are five theories of time with which you can have a bit more fun...

theory #1: fixed history

Time runs on rails; you can't change recorded history. This isn't as bad as it sounds. The leeway you have is that much of history isn't recorded, and the player characters (PCs) can get away with filling in those factual gaps in the knowledge of historians; the players' actions are what "actually happened" at the time. Your PCs can even be the agents that make key events happen. For instance, the PCs could suggest to Ulysses during his siege of Troy that he might build a wooden horse. Don't worry that this creates a time loop with no clear beginning or end; everything will still make a kind of sense.

The problem you face is that you will have to fudge things occasionally. If the PCs could travel back to the first century and try to stop Nero from burning down Rome, somehow or other the attack will fail. They'll get discovered by Nero's guards or the gun will misfire. Be subtle. The players should not know they're in a world with an unchangeable past.

This kind of time theory is well suited for occasional hops to the past, but doesn't work well for regular time travelers; the players will realize what's going on and feel powerless.

Example: Players from the future are on the trail of a body-swapping sorcerer who travels back to Dallas, 1963. The players meet a drunken bum who claims to be JFK, who will subsequently be arrested and hung for an earlier murder. Meanwhile, the sorcerer, in Kennedy's body, will be coming down Dealy Plaza the next day. The police have everywhere covered—except for that grassy knoll, over there...

Either, the players shoot from there and get away, or someone else will. Your options are open because history doesn't record who, if anyone, shot from the grassy knoll.

theory #2: elastic history

You can change the past, but history will "snap back" into a similar pattern. For instance, if you kill Stalin, another Russian with a similar background will take his place and do many of the same things. Major events can't be derailed, only altered.

Minor changes will work through to the future. What constitutes a minor or major change is up to you. Here's an example of a minor change: A PC who kills his ancestor discovers, on returning to his present, that he now has a completely different set of ancestors and, from the point of view of everybody else, a new identity. He is still a Victorian inventor, but he lives in a different house and has a different name.

The PCs can retroactively change history for everyone else. They will retain their memories of events which--now, after the changenever happened. Assuming the PCs aren't the only people who can travel in time, you'll need some justification for why history isn't continually being revised in minor ways. Presumably someone who is immune to having their memory altered is fighting to maintain the status quo. In Feng Shui, it's the various factions in the Secret War. It could be time cops, Time Lords, whatever. This is even more important for the next theory, fragile history.

Elastic history is fine for a timehopping campaign, but works better in combination with fragile history; that is, history is basically elastic, but has a breaking point if a unique condition is met.

Example: Let's say, in a superhero game, three heroes are blown away

Time travel should always capture the fantastic, not the mundane. Who wants to adventure in a time where nothing neat happens?



Go ahead and napalm your knights. Anything goes in time-travel-based RPGs.

by Dr. Megatonne; the fourth, an inventor called Omega, escapes and subsequently invents a time travel device. Omega travels back to the fight with a howitzer aiming to "surprise" Dr. Megatonne and save his friends. Alas, the three heroes do a double-take when the newer Omega appears and Dr. Megatonne wastes them in the confusion. "Omega: Whose Side Are You On?" reads the newspaper headline when Omega returns to his own time. He's changed things a little, but that's all.

theory #3: fragile history

Any change in history will completely derail the future. If the PCs kill Hitler, World War II doesn't happen. What happens next is up to you. Possibly Stalm takes Poland, then advances across Europe. Britain, Germany and the United States ally against Russia, causing the fall of communism in the 1940s, but resulting in the Federal States of Russia and East Asia arising as the premier superpower in the 1980s.

Since events snowball rapidly, don't make the trigger for change too sensitive unless you want to keep track of, for example, every cigarette butt the players drop in the past. Let the PCs get away with anything that doesn't contradict recorded history.

Most players will assume they're operating under this theory of time travel; don't disillusion them, whichever theory you are using. It is, arguably, the most satisfying for them, but it's the most work for a gamemaster, especially in a time-hopping campaign.

Example: The PCs have a blank slate. Their actions in the past are as unlimited as their actions in their own present. If

they save the life of Julius Caesar, they might unwittingly prevent the fall of the Roman Empire. In fact, the empire might continue up to the players' present: a stagnant, slave-based society with only minor technological advances. Everything the PCs ever knew will be gone. Ooops.

theory #4: parallel timelines

You can't change the past, but you can jump to a parallel world. So when the PCs travel back in time, they appear in a parallel timeline where the present corresponds in some way to the events of the PCs' own timeline.

The new timeline could be exactly the same as the one in the PCs' past up until the point they enter it. At that point everything will diverge from the history they know. So if a villain goes back in time and kills Abraham Lincoln, he really will kill him in the new timeline, splitting the United States into two warring nations in only that timeline. In the villain's own timeline, however, nothing will change—except the villain disappears.

Another possibility is that the PCs travel to what is an "alternate world" timeline already. For instance, the PCs might appear in a world where Germany and Japan won World War II, where the social roles of men and women are reversed or where dinosaurs didn't die.

This theory is great for a wide-ranging campaign, as you can send the players anywhere. A minor problem is that the players may feel cheated; they can't change things where they really count—i.e., in their own timeline.

Example: The PCs step back a decade into their past, where they meet younger

versions of themselves. They may want to give advice to their doubles so they don't make the same mistakes the PCs made, but maybe the doubles aren't that happy to see them.

theory #5: the unknown

You don't have to use any of these theories of time travel, of course. You could invent your own. For instance, maybe history is fixed and if you do anything that contradicts it, you immediately get returned to your own era. Or maybe you can only spend a set amount of time anywhen that's not your present—say 60 minutes—before reality snaps you back to your own era?

Maybe you can only travel mentally within your own lifetime; you can travel backwards or forwards and do things differently, but you can never be in two places at once or travel outside your own lifetime.

After you've got your theory straight, be sure to run through a few possible scenarios in your head before the players make their first trip.

Example: Time travel lets a reality-altering "chaos" seep into the world, warping those who travel in time or warping their arrival/departure points. PCs themselves could be changed; upon each return to the present, their belongings take on elements of the time periods they've visited. Or maybe a trip to the past introduces this "chaos element" and changes start to spread. How can the PCs fix the past when every time they go back, more chaos is introduced?

there and back

How the PCs travel in time isn't that important. For the sake of a story, players can swallow any scientific or magical gobbledygook: rifts in space, a Victorian machine, a blue police telephone box, a high-level magic-user spell. All are fine.

The main criteria is that time travel should be difficult. Otherwise, everyone would be doing it. In a sci-fi game, a time-travel device would be highly guarded. In a fantasy scenario, the spell might require exotic components to cast and only be known to a small number of sorcerers. If there are time holes in space, there should be few accurate maps of them.

A secondary criteria is that time travel involves some kind of special effect. Characters should arrive surrounded in a nimbus of electricity, throwing up their breakfast or spend an instant surrounded by the screams of lost souls who have

been erased from time—anything to remind them that it's not like merely walking out the door.

Most importantly, you should ensure that the means to travel in time stays in your control, not the players'. If they possess the device themselves, make it unreliable. Or have a non-player character (NPC) use the device on them. This might seem totally arbitrary and unfair. It is; however, it is also necessary. If you don't agree, wait until five duplicates of your party's gun-nut are hunting tyrannosaurs on an evening when you'd prepared a scenario about smuggling on the Thames in 18th century London.

character translation

When characters from one era arrive in another, it's simplest if they just appear the way they left. A wizard arriving in the 20th century in a business suit stretches credibility in a way that a wizard arriving in his own robe doesn't.

This isn't to say you can't impose some conditions. In "The Terminator," only living material can travel in time. Or you could have only the minds of the characters travel in time, as in the TV series "Quantum Leap." So if your Victorian PCs travel back to the Iron Age, they arrive in the bodies of, for example, Celtic warriors. You'd then need to generate new physical stats but not mental stats or skills.

Game statistics and rules are otherwise not a problem. If you play GURPS or the Hero system, you're laughing; they'll fit any period. But even if you play a game that's tied to one genre like AD&D, creating damage ratings for 20th century guns and so forth should be straightforward. Don't feel obliged to switch game systems; your players will only be confused by the abilities of their new characters. Make the new world come to them.

Time travelers in the past are rarely a problem. Physics, like logic, should work in any world. Your space age mercs will have their lasers until the batteries run down.

Magic is trickier. What if your AD&D mage comes to the present day? Feng Shui answers this problem by giving its different junctures different ambient magic levels, making magic easier or harder to use—easy in A.D. 71, hard in A.D. 1998. If you like the idea, you could rule that an AD&D mage's spells take 10 times longer to cast or have a chance of failure in the 20th century. If not, go with what makes you comfortable.

Language difficulties in time travel adventures are a drag. Make sure one of your PCs has a universal translator, a "comprehend languages" spell or a phrase book. Or let them learn the new language in nothing flat, like H.G. Wells' time traveler. They're here to adventure, not mime.



Check your power armor before time warping back to 150,000,000 B.C.

"Let's Do the Time Warp Again"

Top 5 time settings for your campaigns

150.000 900 R

(The Jornssic Age)

Time Theory: Fragile.

Possible Scenario: An archenomy destroys the PCs' town or castle with dinosque riding cavalry, slaughtering hundreds. Can the PCs go back imtime and stop him from getting the eggs?

A.D. 1250

(The Middle Ages)

Time Theory: Parallel Timelines:

Possible Scenario: If you're running a science liction or modern-ore compaign, it's a close of fantasy. If you're running a fantasy campaign, it's a historical look at how life really was in the 13th century, and how different it is from the PCs fantasy world, which the players may believe is medianal.

A-0: 1608

(Renaissance England)

Time Theory: Fixed.

Pessible Scenario: The players are on the trail of an insubstantial chaos demon, which now resides in the body of an insufent man called Guy Fawkes....who subsequently decides to blow up Britain's Houses of Parliament.

1 and 1042

(20th Centory Battlefield)

Time Theory

Passible Scenario: the PCs arrive in the chaos of World War II (or you could substitute any other war) to stop a single combat medic from becoming one of the many casualties of war. If they don't, the man will never discover the cure to one of the great diseases plaguing their eta.

A.D. 29

(Post Apocalypse)

Time Theory: The Unknown

Possible Scenario: Earth is a blasted ruin.
Aliens have brought the PCs here for sport through some hizarra time towal apparatus. The PCs are under the aliens' control for a few hours, then untomatically return to their own time transmitted trip brings torture and manipulation to the PCs, they realize that the more trips they make, the more they start to "fade" from reality. Contitue players figure out a way to step the aliens before it's too late?



What happens when a medieval priest runs into a futuristic robot? We'll close our eyes.

paradox problems

The point of time travel is to open new areas for your players to explore, not to revise what they did yesterday over and over again. Keep the following in mind:

Few jumps. Occasional big jumps are better than frequent little jumps. You can enforce this by not letting the PCs keep a reliable time travel device or by making only certain dates "open" to time travel. Maybe the "essential swirliness" of the time continuum means that there are only a dozen different dates to which they can travel. Or you could rule arbitrarily that only one version of a person can be in one place at any one time; any others will be D.O.A. If you do allow more than one version of a PC to exist, give the player control only over the most "recent" version. Earlier versions should be NPCs controlled by you; this can lead to interesting situations.

Historical knowledge. Knowledge, or lack of it, is another hurdle. Most of us have a grasp of pseudo-medieval Europe, but what about Elizabethan England or South America in the 1700s? Sourcebooks will help but they're difficult to manage if your players suddenly turn up where you least expected. Unless you improvise well, they should travel somewhere only when you're ready for them to go there, so you can prepare the ground ahead of time.

I've assumed you'll use Earth for time traveling. This isn't necessary, but its detailed history makes it so much easier if you do. If you don't, either write a detailed history for your own campaign-and let the players see at least some of it-or pick a world that already has a detailed background; Traveller's universe would work, as would Glorantha's or MERP's. If your players don't have a grasp of your world's history, time traveling will bomb.

Erasure, A big problem when you're

GMing with a fragile history or a parallel reality timeline is that you'll continually be erasing all your hard work. Your campaign gets rubbed out each time. All those NPCs you lovingly detailed never existed.

You can get around this in a way that's still satisfying for the players by using this theory: The soul is immutable. People's histories can be changed, but their souls, their personalities, stay the same. So the same NPCs exist in different circumstances, with different memories.

Let's say, in a fragile timeline, superheroic PCs return to their present to find they've accidentally allowed Japan to win World War II. Their archenemy Dr. Megatonne never existed, but a similar miscreant with the same traits currently does. Only now, this "new" villain is the commander of a POW camp, where all captured resistance fighters are sent.

The PCs-they discover from "old friends" who know them by other names-are such resistance fighters...

time's up

Time travel offers some interesting philosophical paradoxes, but while these may work well in novels or in the smoke-filled rooms of student discussion groups, they usually suck wind in a game situation. The whole point is to take your players somewhere interesting and new, not just to whisk them out of the dungeon and into a confused argument. Your campaign might be sophisticated, but don't lose sight of the fact that roleplaying is about having fun, not crunching logic.

So what are you waiting for? The history of the universe is at your fingertips. It's about time you get started...

Dan Joyce wishes he had the keys to Dr. Who's TARDIS, so he could throw them away.

ere are some of our syorite time travel

GAMES:

The ultimate action RPG. Euroch sorcereds, mark tiol artists, men in black suits and futuristic cyber-demonstrate to onese asich other. The PES are caught in the cross-fire

SURPS Alternate Earths.
Associate fring disministries include for "infinite firmelines" or "krogue history" garnes

URPS Time Travel

Offices a survey of time travel adventices and idimension travel in fiction and scientific thought as: well as insights on possible perodener, compaign backgrounds and a timeline of interesting dates:

BOOKS

Tim Powers. A 20th century historian trunds to landen citat 1810. Classic "fixed history."

Barrington J. Bayley

- Two ampires by to arese water often from his atory. Excellent time theories of

Dean R. Rooms.

Mazis try to win World War II by time traveling: inte the tuture

he Section Thursday, his in Society A time traveler hunting a Tyrannosaurus rext I dranges the entrie of history with a single michital

neo Afactelmo, H.G. Wells. llie eriginal. A Victorian inventor francis juhrar ghastly far future

FILMS

ybory assessin trios to kill the mother-to-bit of the loader of the human rebels. Fragile his lung. There is no fute but what you make

"Two two Members" (1995) ksaviour in a plague ridden future outurns till pur present to attempt to locate an original o of the virus so future scientists that can -ate a vaccine. Fixed history:

tothe

Games We Don't Want to See

By Rick Swan and the InQuest staff. Artwork by Brian Douglas Ahern.

rade A stinkers abound in the world of gaming. We named more than a dozen in last year's "Games That Suck" article (InQuest #29). But it's not enough to just name 'em; we want to stop them: stamp 'em out before they ever get made. So, as a preemptive strike, we compiled a list of games that should never be made. Ever, Games that would stink so bad they'd peel the paint,

scorch the wallpaper and send buyers fleeing for the hills.

So join us as we look at some of these losers. We'll peek at the pathetic premise, the would-be audience (Its Only Chance), possible expansions (The Franchise) and the ultimate reason for the game's demise (The Worst Part). You may want to get a clothespin to protect those delicate nasal passages before reading further.



Sesame Street RPG

Premise: To get a piece of that high-spending young audience, White Wolf decides it needs to license a big property. But all the good one's have been taken, except... "Sesame Street." In this chilling RPG, titled Oscar: The Grouching, you assume the role of a pissed-off puppet. With disciplines like Alphabetaulogy, Countecism and a key stat based on how much room your character has to accommodate a hand up its butt, characters struggle to find their place in the Goth-Pup world. Gradually they become Dark Muppets, also known as Mupperou. As their fiery world, known as ChiTeWo, closes in on them, the Mupperou each confront their greatest horror: "Evil" Emie faces the rubber ducky from hell; Bertferatu must face The Count for leadership of the clan; Cookie Monster is stalked by a garlic macaroon. Mupperou advance through the Traditions, passing from the Masquerade to the Progeny until they at last become the Stuffed, a state which can only be attained through regular sustenance in the Binky Pool.

Its Only Chance: TV stations start intercutting "Sesame Street" with horror movies, introducing characters like Fozzie Krueger, Norman "Big Bird" Bates and Tickle-Me Jason.

The Franchise: Significant crossover potential with other children's shows. New characters could include Assamite Sam, Ravnos Runner and Brujah Bunny.

The Worst Part: When exposed to the fiery pits of the underworld, Mupperou tend to ignite. Every sourcebook is sponsored by the numbers 6, 6 and 6 and the letters d, i and e.

Moby Dick RPG

Premise: The gamemaster plays the whale, known as el grande Moby in the Spanish version. The players, as the captain and crew, are rated for Endurance, Stamina, Endurance and Disguise Self as Carp. The typical game—actually, every game—revolves around the captain and crew roaming the ocean, looking for whale, not finding whale, going home. A "Swab the Decks" sequence occurs between games where the captain earns experience points for (1) giving

inspirational speeches about whale obsession and (2) buffing his leg. The crew earns them for (1) staying awake and (2) not giggling. The game really comes alive roughly two percent of the time when you get to roll a "thar she blows" encounter. The crew then gets to launch toothpick harpoons at the GM, while he simulates whale spray by filling up his mouth with Dr. Pepper and popping his cheeks.

Its Only Chance: Game is declared a classic and kids are forced to play it in school.

The Franchise: James Cameron makes game into an epic film, West End gets rights to RPG based on the film (but releases no supporting materials), Wildstorm Studios makes a *Dickblade* comic based on a Wizards of the Coast CCG. Action figures follow...

The Worst Part: Keeping Ahab's wooden leg away from beavers.



Spice Girls CCG

Premise: Colorful deck includes multiple images of Sporty, Baby, Scary, Muggy and Loopy, plus two auxiliary members, Stinky and Bloaty. Each card contains only one number for "Girl Power," either one, two or, uh, two. To play, deal out six cards, then take 15 minutes to arrange them right-side-up in hand. If successful, players then attempt to add up "Girl Power" ratings—whoever scores highest, wins. Weeee! Advanced game involves the Spice Girl Challenge, where players lay cards on the table and shout "girl power!" along with the card's value. After players have placed their cards, they roll dice to see who wins.

Its Only Chance: Collectors will want to acquire entire set that, when assembled, shows a life-sized reproduction of Baby Spice's butt. Hardcore fans will want to confirm the rumor that the deck contains a nude photo of Stinky. Manufacturer, however, will deny everything.

The Franchise: Expansion decks introduce additional power cards like three's and four's. Whoever currently owns *OverPower* will claim game violates their patented play methods, ending franchise.

The Worst Part: Trying to figure out how many is six.



Klingon Scrabble

Premise: Players decide who goes first after participating in the Sacred Right of Kar'qap Uulon, where opponents hold each other to the floor and stuff tiles down each other's throats. This continues until somebody barfs, at which point his family is admitted into the High Council and the Scrabble game can get underway. First player screams the warrior's cry, hacks up tiles into a bucket. While they're floating around like alphabet soup, he forms words. Every word

counts. "Klaataka," "blhq" and "q'aapla" are all legal, making for an interesting but lengthy game. Victory goes to whoever wins Martaâk Fun'gan's Showdown of Honor, in which players use the game pieces as weapons. Double points are scored for landing blows to the head with the game board. Putting an eye out with a Q, X or Z tile ranks as a Triple Wound Score.

Its Only Chance: Those guys at conventions.

The Franchise: Klingon fever sweeps the country. Milton Bradley releases Bat-lethship; Mayfair, Klingon Encounters and Parker Brothers, (Get A) Clue.

The Worst Part: Barf-encrusted tiles reek of blood wine. Fourteen Q's in Klingon version of *Scrabble*.



Brady Bunch RPG

Premiset Players assume the roll of one member of the cast (Mom, Dad, Alice, Greg, Peter, Bobby, Marsha, Jan, Cindy, Bloaty, Stinky), with statistics determined for Attractiveness, Intellect and Acting Like a Dork. Each PC competes for victory points by completing a specific task. For example, boisterous Peter must date the girl of his dreams; determined Greg must nail Mom; loyal Dad must nail Bobby; fun-loving Jan must subject Marsha to painful lingering torture. Bonus points are awarded to any cast member who successfully exposes guest star Keith Partridge as a woman.

Its Only Chance: A surprising number of potential buyers are still hot for Alice.

The Franchise: Campaign modules include A Very Brody Amputation and The Brady Girls Get Neutered.

The Worst Part: Players must begin each game by singing the theme song while forming letters with their bodies like The Village People.



Premise: Players begin by rolling on three charts to determine type of guest they'll be portraying: 1. General Category (Angry Men... Transsexual Children. . Bi-Racial Cyber Sluts...) 2. Forbidden Activity (Who Are Attracted To... Who Want To Beat Up... Who Want To Urinate On...)

3 Innocent Victims (Wrongly Imprisoned Felons ., Women Who Once Were Men... Bigamist Corpses...) Stats are then rolled up for Charisma, Fast Talk and Expertise With Folding Chair. Gamemaster assumes the role of Jerry Springer; PC guests argue and bicker until a fist fight breaks out or

everyone feels compelled to take off their clothes.

Its Only Chance: Game fans encompass surprising number of exhibitionists.

The Franchise: Pregenerated adventures include I Married My Split Personality, Marilyn Manson's Baby is My Eye Doctor and Cross-Dressing Hamsters in the KKK.

The Worst Part: Getting ass kicked by Ricki Lake RPG.



Premise: in the far-flung future, on the edge of known space, a band of intrepid entrepreneurs have established an intergalactic convenience store known as Deep Space 7-Eleven. You begin by rolling up an alien (Vulcan, Romulan, Blue Guy With Antler Thingies) and the basic skills (Pilot Spacecraft, Aim Phaser, Operate Weenie Machine). Then, as one of the entrepreneurs, it's your job to transform this struggling enterprise into a thriving money machine, and it won't be easy. Not because of threats of war, not because of hostile extraterrestrials, but because, well, there isn't that much business out there in the middle of nowhere, you dope. Between long stretches of sitting around, you'll bargain with wily Klingons over the price of Lucky Strikes, comfort distraught Romulans over losing Power Ball tickets and thwart underage Ferengi attempting to buy Bud Lite. But mostly, you sit around.

Its Only Chance: Fair number of players with Buicksized butts.

The Franchise: Finely detailed miniatures add touch of realism, such as Vulcan Ambassador Sipping Slurpee and Romulan General With Twinkie.

The Worst Part: Time spent unclogging Cheetostuffed transporters.



Rick Swan and the InQuest Staff were official sphere moisteners for the Klingon spitball team.

Wizards of the Coast presents:

CONTEST WE







The Bathering expansion, the Crew of the Weatherlight is trying to get out of the dark plane of Rath. But, like many Magic aficionados, they took time out to read inQuest.

Unfortunately, they got so into reading this issue they actually got lost in the magazine. Now, it is up to you to locate the missing crew members before the portal closes. How? Just find the matching mustrations of Gerrard, Karn, Sisay, Squee and Tahngarth and write down what page you found lem on. It's as easy as pulling a sliver out of a Mogg's paw. So get searchin', Sparky!

GRAND PRIZE (1):

One lucky mana top banana will win a complete set of the Rath Cycle (Weatherlight; the prequel to the Rath Cycle; Tempest; Stronghold and Exodus), plus a complete four-issue set of the new Magic: The Gathering comic book series from Dark Horse Comics, Gerrard's Quest;

PIRST PRIZE (5)

Five almost-as-lucky mana bananas will each win 10 Exodus booster packs, two random Exodus preconstructed decks and the complete set of Gerrard's Quest.

SECOND PRIZE (10)

Ten others will split with five Exodus booster packs, one random Exodus preconstructed deck and a complete set of Gerrard's Quest.



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All entries must be received at contest headquarters by July 31. 1998, Wards Entertainment Gods of winning win be determined by the number of rolation and the following the proposes and what hereof her of into the formation of the propose will be entitled on later than Septamice 4. 1978. If an entrain having been determed as a winner does no accept the pure of the price of the cortest. Manners and a constitle or the receives improvable for the spensor formation or whether a pure a new order of a second the arms that the spensor formation or whether a pure which has been designated, the sponsor retains the right to robs in the price which has been designated, the sponsor retains the right to robs in the price which has been designated, the sponsor retains the right to robs in the pure which has been designated in the sponsor Authore, Waters Region. The Guiters Bod and Prete y

For a list of warpers, available after August 14, 1998, send a self-addressed stanged envelope to The Toet Durto Roth Exedus Contest G a reQuest, P.O. Box 118, Cangers, NY 19920-0118

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KENTRY FORM

"GET OUTTA RATH!" FXODIS CONTEST

DEADLINEIS JUVILIANIA

Name		Age		
Address				
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Phone Number (with area code)		E-Mail Address (if ya gots one)		
CHARACTER	PAGE	CHARACTER	PAGE	
1) GERRARD		_ 4) SQUEE _		
2) KARN		s) TAHNGARTH		

TREASURE CHEST

MAGIC STATUES

WotC and the artists of Dark Horse Comics have teamed up to bring you a limited-edition series of statues based on popular Magic characters. Each 1/8th scale statue is individually numbered, and comes pre-painted and fully assembled. First off the block is the Serra Angel, to be followed every couple of months by a new figure such as the Shivan Dragon, Spirit Link and Hurloon Minotaur. The Serra Angel runs for \$125.00, which is fairly steep, but hey, if you have a spare Mox laying around....

nng. 8 -1 -0 until end of turn ;

Shivas Oragon statue (eard not ineleded) 🐃 🥳 🔻 🕬

92 INQUEST

THROX

MINIATURES • STATUES • POSTERS • DICE • MODELS • TOYS • GAMES

When you're fighting for the Third Age of Mankind, it's always good to know you have a warfleet or two in your pocket. Now that Agents of Gaming is producing Babylon 5 ship miniatures, you can have all the firepower you need for the licensed Babylon 5 game or any other science-fiction miniatures game you may see fit to play. AOG has shipped over a dozen models, including fighters ("B5"'s familiar Star Fury, Narn Frazi, Centauri Sentri, Minbari Nial and Flyer, \$6.95 apiece in three-ship blister packs), warships (Earthforce Hyperion, \$8,95; Centauri Vorchan, \$6.95) and heavyweights like the Earthforce Omega Destroyer and Minbari Sharlin WarCruiser (\$11.95 each). At least eight more sculptures await Warner Brothers approval, and AOG has ambitious plans for dozens more, including every ship yet seen and the B5 and 84 stations.

AOG sells the miniatures unpainted, but you can ogle their snazzy paint jobs at www.agentsofgaming.com/b5wminis.htm. Questions? E-mail aog@agentsofgaming.com.



If your best RPG mapping supplies up till now have consisted of crayons and colored paper, ProFantasy rides to your rescue with its software mapping program Campaign Cartographer 2 tied to its saddle. Now revved up for Windows 95/NT, CC2 allows you to design floorplans and maps for fantasy, modern and science fiction settings. Use over 500 symbols for fantasy and contemporary maps, including heraldry, fonts and icons to bring your RPG maps to life, CC2 sells for \$75.95 plus shipping. Contact ProFantasy at 1 (800) 841-1487 or on the Web at http://www.profantasy.com/profant for more details.

Darth Vader has been immortalized in an incredibly detailed life-sized bust by Mario Chiodo. The Darth Vader Reveal Maquette exactly duplicates the de-helmeted Anakin Skywalker as seen in the final moments of "Return of the Jedi."

At \$1,325, it's no steal, but you sure get your money's worth. Anakın's scarred face is hand-finished latex. The 30-inch sculpture, complete with satin cape, uses the same materials as the original movie costume. The shoulder pads and chest plate were modeled in fiberglass

from original Lucasfilm molds, as was the detachable helmet on its separate display stand. The run is limited to 9,500 units.

> Contact Illusive Originals at 1(800) 258-1044, or for an up-close peak at Vader's head, visit Collectors Empire at www.collectorsempire. com/illusivereveal.htm



Campaign Cartographer and TSR Dragonlance calendar

According to the Chinese calendar, the next Year of the Dragon will be the year 2000. But TSR is making 1999 the draconian year... at least for Dragonlance fans who want to spend a year with Tanis, Tasslehoff Burrfoot and other fun Krynnish folks. If you're tired of observing Presidents' Day and Halloween, this full-color Dragoniance calendar (\$12.99), with art drawn from past game and book covers, marks major Krynn holidays and birthdays of the characters. (But just try getting off work for Lord Soth's birthday...)

For more information, check www.tsrinc.com or your local bookstore. Incidentally, by the Chinese calendar, 1999 is the Year of the Hare.

Ever since Antiquities, WotC has dropped dark hints about the ancient war waged by the brothers Urza and Mishra which destroyed Dominaria and caused the Ice Age. Jeff Grubb, longtime TSR staff designer and novelist, has laid bare the gory details of this conflict in the first of a new line of Magic novels from Wizards The Brothers War of the Coast. Trained as a civil engineer, Grubb fashioned Urza and

Mishra's characters to dramatize the conflict between his own technical and artistic sides. To see which side of Grubb won, check your nearest bookstore for The Brothers War (\$5.99).

Dice are hard to hype, but White Wolf gives it a go in the text on the box of new dice sets for their The Dark Vampire: Ages, Changeling, Mage and Trinity lines (10 10-sided dice complete with color-coordinated carrying

bag, each for \$6.99) Ready? Here's the pitch: "Now you can bring unpredictability to your Changeling game. Chimerical and festive, these dice will take your game one step closer to the Dreaming. These dice are a necessity for any who would brave these dark times." Ball or strike? Who cares? They look cool. While the umpires are conferring, review the evidence at your local game store or www.white-wolf.com.

When the first abacus-style Magic life counters came out, players abandoned their glass beads and dice in droves. Only problem was that the new counters were darn

heavy. Enter... UltraProl UltraPro. makers of Deck Protector card sleeves and DeckPro deck boxes (see "Treasure Chest" in /Q #36) is producing licensed Magic life-counter cards in



sturdy plastic (\$2). Each card is illustrated with its picture from its Magic card: Hammer of Bogardan, Lotus Vale, Relentless Assault, Silver Queen, Meditate and Balduvian Horde. Make a flashy new fashion statement on the tourney floor with a color-coordinated deck, box and life counter! This and other ingenious inventions can be seen at www.ultra-prostorage.com. We're still waiting for licensed Atog underpants.

LOVECRAFT A TO Z

If you ever find yourself in a Cthulhu spelling bee, your only hope of survival is Chaosium's Encyclopedia Cthulhiana, compiled by Daniel Harm (\$14.95). Chaosium's second edition reference guide covers all things Cthulhu—from Abith to Zvilppoggua-with new thumbnail illustrations, a billionyear timeline, "A Brief History of the Cthulhu Mythos" and yet more Necronomical information. If you think you can handle all of this forbidden lore, seek out this 448-page tome at specialty bookstores, www.chaosium.com or e-mail chaosium@chaosium.com.

NG FOR REAL



In Digital Extremes' Unreal, the alien prison starship Vortex Rikers crash lands on a hostile world where Skaarj warriors have enslaved the mystic Nali High Priests. Armed with a flak cannon, razorjack and stinger, you fight your way through tarydium mines, Nali ruins and a sky city-killing Krall hunders, bioengineered Brutes, and about 25 other icky races who get in your way. Yes, it's a 3-D shooter, but 24-bit color, detailed enemies, vast levels and easy multi-player setup have kept thousands of Quake fans waiting impatiently for over two years. As you read this, Unreal should finally have shipped from distributor Epic Megagames. Lose touch with reality at www.unreal.com.



These graphies are so cool, man, they're Unreal."



94 INQUEST

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MAGIC PADS

Naturally, you've already decked yourself out with Magic T-shirts, card boxes, counters, calendars and Black Lotus tattoos, so your only remaining accessory is the official Magic: The Gathering mousepad from Graphic Finishers of America (\$9.95 each). Lest you think you can sate your appetite with but one mousepad—and they are limited editions—know that there are six in the first series, featuring the likes of the Rathi Dragon, the Weatherlight, Black Lotus, Morinfen, Commander Greven il-Vec and our old buddy, the Juzam Djirin. According to Michael Rokop at Graphic Finishers of America, a web page is imminent. In the meantime, call toll-free 1 (800) 325-9333 for more information.

IMPERIAL WALKERS BARE ALL

Ever wonder what Luke blew up inside that Imperial Walker with his grenade? Now you can fully visualize the carnage as you gaze into the inner recesses of the Empire's All-Terrain Armored Transport. The latest in Sci-Pub Tech's series of Star Wars posters, this huge, 36"-by-24" AT-AT and Snowspeeder Cutaway Poster reveals the interior of not only the Imperial Walker, but one of Rogue Squadron's snowspeeders. Sci-Pub Tech is offering a regular print for \$19.95, and a \$40 deluxe edition on heavy paper—signed and numbered by the artist—which comes with a Certificate of Authenticity. To get your poster, visit your favorite specialty shop or www.scipubtech.com/.

HELM OF CHATZUK

Okay, so it isn't really a *Magic* card—hell, it isn't even an *LSR* card—but we defy anyone facing you across the game table not to be intimidated when you appear wearing this 20 gauge steel samural helmet made by the craftsmen at Valentine Armouries. This particular beauty was a special order that went for \$800 samolians. Depending on your own personal tastes, the lacing on the neck piece comes in several different colors, and the fierce black *mempos*, or mask, can be any design you want. They'll be happy to work with you to create something truly unique. Contact Valentine Armouries through their website at www.var-mouries.com.

WHITE WOLF TO A "T"

White Wolf is producing a new T-shirt. Guess what color it is. G'wan, guess! Chartreuse? Mauve, maybe? Turquoise? Silly person! If it's from White Wolf, basic black is the only possible answer. Now available in big'n beefy size is the official Trinity Tee (\$17.95), featuring a Leif Jones illustration of the Psions defending the Æon Trinity from Aberrants and other futuristic nasties. For more info, visit White Wolf Game Studio at www.white-wolf.com.

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KICE

CARDSTOCK

Tracking trends in the card game market

Once again, people, this is "Gardstock," and I am former lowa resident Lars Pearson, the only man in the gaming industry with rabbit trophies in his office. Go figure.

First, a quickie: DOOMTOWN, a new GGG based largely on the Wild West and poker, is selling strong, but singles trading remains syrupy because the booster packs, each with three rares, are giving consumers terrific value for your money while simultaneously crashing Doomtown's overall market value. By the way, don't ignore the Joker, a card that is of course wild, doesn't count toward your deck allotment of 52 cards and is your best asset during gunfights.

Second, consider Magic. Aside from the news that STRONGHOLD is the most volatile Magic expansion right now (c'mon, like ya didn't know), the cards on players' minds this month are:

 MOX DIAMOND (Stronghold)—Everyone's out to get a Mox Diamond, that insterful, managenerating gem with the damnable limitation that you have to pitch a land to bring it into play. It finally dawned on players that Harvest Wurm, a common Weatherlite card, can return any basic land card from your graveyard to your hand, offsetting the loss. There's no way the common Wurm will go up in price, but the new strategy has made Mox Diamond a more popular diamond than the Pink Panther.

 ROLLING STONES (Stronghold)—Like comedian Stephen Wright, we leve the Stones. All the Stones. The rock band. Fred and Barney. And new, players love Rolling Stones, one of the more underrated Stronghold cards. It allows walls to attack, turning formerly passive cards like Sun Web (Mirage) and Carnivorous Plant (Fourth Edition, The Dark) into mobile barriers of terror.

 MEGREM (Stronghold)—Surprisingly popular for an uncommon card, Megrim gives your oppenent two damage whenever he discards. The repeated hits will make him cuss up a bluestreak, especially if you employ Prosperity (Visions), forcing him to draw and overloading his hand.

• TRADEWIND RIDERS (Tempest)—1) Tap your Tradewind Rider, plus two other creatures you control; return a target permanent to its owner's hand. 2) Watch your opponent sweat blood.

 HECROPOTENCE (Fifth Edition, Ise Age)—Let's be honest: Many Magic players are obsessed with death, perhaps due to the pasty white complexion they get from playing cards and never seeing the sun. But who're we to complain? Anyhoo, Necrepotence lets you set aside the top card of your library, then add it to your hand at the start of your next discard phase—the foundation of the aptly-named Hecro deck.

 BALL LIGHTHING (Fourth Edition, Fifth Edition, The Dark)—An old favorite because there's something satisfying about zapping your opponent, Ball Lightning is augmented by the Stronghold common Fling, which lets you sacrifice a creature and deal damage equal to its power.

That's all for now. Take care, and in the words of Shakespeare, "Gowards die many times before their deaths, the valiant only taste of Deathlace but once."

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HOXES

Magnes Pausity powers get a \$10 across-the-board boost this month. While other Magic trends remain trendy, the gems' value remains blessedly long-term.



LECENDS

As neither a het premiere edition nor a recent, volcanic expansion sat. Legends is for a time unlegendary, a set squished between others of note.



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TOP 10 NOTEST CARDS

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9) Eladamri's Vineyard

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TOP 10 HOTTES B) Ensnaring Bridge is your fee about to run roughshod over you now that he knows your hand is empty? Whoo!

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TJARTIFACT

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■ BLUE

GOLD

■ GREEN

RED

☐ WHITE

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COMMON

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HAND BOOK

WHAT YOU NEED TO KNOW ABOUT THE INQUEST PLAYERS CUIDE

The InQuest Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for Magic: The Gathering, along with power ratings for every single card.

THIS MONTH:



SAMPLE LISTING

Keeper of Kookus	SC	C			VS
Protection from red	until es	ed of h	urn. 1	/1.	
Celdon Warlord	SC	U	**		L,U,R,4th,5th
Keldon Warlord * is the number of non-	well cre	almes	in old	v on your ade. *	/*.
	SC				ANR
Gains +1 /+2 if you ha	ve at le	ist one	fore	stin play, 1/1.	
Gains +1 /+2 if you ha Cabold Drill Sergeant	SC	U			lG
Give all your Koboids +	0/+10	nd tree	mole	1/2	
obold Overland	SC	R		4	LG
First stake. Give all you	Koholo	s first	strike	.1/2	
lobolds of Kher Keep	SC	- 0			16
0/3					
Kobold Taskmaster	SC	[]		1-	tG
Gup an west Labolds +	1/.	1/2			

Kird Ape is a common creature that has a five power rating and its easing cost is one red mana. It's available in Arabico Nights and Revised. Its power/taughness is 1/3 and it gains +1/+2 if you control any forests (mankays like trees). Also, it's banned in the Extended toursament format. How do we know all that? Because our lard Saddam Massein told us. No, no, just kudding. We know all that cool steff because we've read all the cool reference charts in the following players guide pages. Saddam had next to nothing to do with it. Just so you know; restricted cards are limited to one per deck in toursaments. And banned cards, well, are a so-no for toursaments.

TRACIC The Garbering

SET ABBREVIATIONS

U Affionces
10 Artiquites
N Araban Hights
)
H Chrondes
The Dork
E Fallen Empires
Stb
1th Fourth Edition
L. Homelands
A ke Age

L	Limited (Alphe & Beta)
	Legends
MG	Miroge
PR	Promo
	tevised
SH	Stronghold
TM	Tempest
U	
VS	Visions
WL	Weatherlight

POWER RATINGS

Trying to reuro out which cares to set terry your tournament decid After playing Magic for hours on and, we've rated every single card. So if you're trying to figure out whether or not a card is going to make your dock competitive, check out our power ratings.

ecces Five Stars. The best of the best in order for a card to carn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in bournaments.

cords can be great without being the best. There are a let of useful cards that you don't want to use all the time. Necropotence is a great card, but it only works in a couple of types of docks.

where there. Smack dab in the the middle, these are the good solid cords that can be very useful in casual play, but are elten too expensive or too limiting to be put to really good use in most tournament docks.

but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're need for fun in casual play.

Step. The cream of the crap, these are the earls that few people site if they have only goal of winning. One those earls and you're begging to be nickenmed Eugene T. Budley.

resources. Yes can't win a game playing enly these cards, but you can't win without 'em, either

S e r



CARD DESCRIPTION

A — Cord Name

 Kind, Sammon Djinn means ale Juzam. B is a creature of the genus. Djinn

Description. The description of exactly what the cord can do.

Flovor Text: A funny or informative quote D

E

Casting Cost Mr. Juzom casts two black and two generic mono to summon into play

Expansion Symbo. This teils you what set the G cord belongs to, in this case. The scimitar means he's from the Arabian Nights set

Power/Toughness Only for creatures

Description

Nome

Kind (9 Rolling Lost Set Found

н

N tĠ Descensor

Bril CR Rolling Cost Cate Frend

ARTIFACTS) PF

Acidic Degger

Destroy a port-wall creature receiving combat damage from rarget re this turn. If targeted creature leaves play, bury Acidic Dagger entined. AC II ••• •• Adorkar Sentinet

1 + 0/+1 until east of tern 9/3.
ART R

s of the March:

1. ©: Given or 1/1 concions +1/+2 word and of turn.

ART R ••• © Apolipile

Asolopie

Assimir Glider

Assi

Aladdin's Ring ART U •• ART Superior ART Response ART Res

Aktor's Torns

Aft 8

Act 18

Act 18

Act 19

Ashnod's Transmagnant ART (•••

AC, (H,5th

Sociation: Turn Astronautra creature into an artifact creature with +1/+1 WI -{ 000

Astrolobe

4. Scrifter Add two mans of any one color to your pool. Custrip

Baim of Manacation

ART R

2. Barbed Secrifier Gain 2 life or prevent up to 2 dominge to any larget

1. Scrifter Gain 2 life or prevent up to 2 dominge to any larget

1. Scrifter Add one mans of any color to your enemy upol. Carl

Bart's Cape

ART R

Bart's Cape

UK, CH, Stb.

Boselt Manalish

ART U as 9 spending 9

Better of Manale

ART U as 9 spending 9

Bittor of Marcele

2. Give torgal exective bonding until and of turn

Sottering Ram

6. H. (•• 2)

6. Sive torgal exective bonding until and of turn

6. Sive torgal exective bonding the first of turns

6. Sive torgal exective bonding the first of turns

6. Sive turns

6. Siv

Since Leave

Service Add 3 mone at any ana coins to your mone pool.

Block Mann Battary ART B

ART B eel Adó as adelitional 🏶 for each counter you remove, ck Vise ART U ***** 🖈

Blue Mana Battery API R ••• L5,
2 • Put a countes on Blue Mana Battery • Add • to your mana DK

2 Part a counter on the March Sintery Act of the your mana-post Add on excitoning the reach counter you remove.

Race Hade
2 Pave all combines -1/Q and end of firm.

Race Mask
3. Prevent all damage to you front any one source for each 1 comage preventing, among the bar count of your library from the game.

Rack Fig. B. Remark of the state o

Wherever larger comment draws any code, he or she reveals those codes to all players. If any of those codes is the normal cod. Societice Booky Trop and rests 1.0 demonge to the player. Huth. Huth. Booky is of Bass. ARI II 6 5 DR, CH

Book of Ress

2. Pay 2 fels: Buyer o cond.

ART R occurs from the constructions from the construction of the constructi

Bossem Strip

ART II

ART II

ART ARE THE REP CORD IN YOUR GROVEYORD IS ON

A Until end of turn, if at any time the kep cord in your groveyord is on

A Until end of turn, if at any time the kep cord in your groveyord is on you hand. If you do so, termore the cord from the game.

Borte Georges
Scoriste Borte Sciones, Goin 3 Ma. 1/3.
ART R **

Mano CR Roting Cost Description

WI. APT damage dealt to creatures is reduced to 0. Bulliship

Do I downey to target creature. Find creature attacks this turn if abe

Condelabra of Tawnos. ART Research. Consolubra of Townsos ART R •••• 1

ART R •••• 1

ART R •••• 1

ART R ••• 1

ART R •• 1

Sets Found

Concurrent Services occurrency over only natural suscept of 4.

Concurrent Services of the Concurrency of th

Clockwords wearms and the common of the common of the common of the common of the blocked by weals. Put facer of 1/40 common on Swarm. At the end of any combat in which Swarm affacked or blocked, remove one counter to the common of the counter of the common of the counter of

Socilità Galleri: Add to your mono pool, 3/3 Coiled Tinviper
First strike, 2/1

Temple Does not unitap. 4. Lintap Colussus during your upkness. 9/9

Conch Horn

d. 4. Socifica Conch Horn Drow 2 conds. Place any single cond from your head back on top of your listness.

ART 11 44 U.S.4th

3 A himm a card. Turget opponent chooses a card of random from your bond, if he or she chooses the named cord, Cursed Scroll deals 2 damage to

st creatives on blades. YELL & week Cursed Totals

Land transfermed by VIVIII Recognition ART U •• ©

Socrifice Sphear survens half of the damage done to you by a single source, rounded down

ART U • ©

ART U • ©

ART U • O

AR

1,6,8,4%,5%

Sets Found

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I de le co add 2 mino of on, one de le fo your reservation (A.5th Pour time electron along designers during the Armonier and partier and Armonier and partier and Armonier and partier and Armonier and

P 5 Art a damage from on, restuce to currell after 2 states becomes a 3, 6 mature. Use any during an attack phase.

lede Monolich get creature gam Punking unt end of him lede Monolich

| Kind: Cit Balling Cost

it of Pessession ART P ••• 4. In a horse and to sense them or Possession during your unitop phase 2 •• 5c inter-acceptable Curric mitted, facet sectors as long or you are fine an Possession and Helm of Possession enteres topped with Tolksman WRT L • 2

there the second was problem of the second s

Horn at treed

any proyet page or and, that player draws a cord

flormed Camacon

API L

A D

A D

To there to the control of the second or a control or and the control of the control of

Horning Mine 2 2 Sewere the engy, toaste:





Mortuary and Call of the Wild: With Mortaury in play your creatures don't really die. It's more like they re toking a bathroom break. So when your supposedly toosted critters are done apswering the cult of notice, summon them back into play with Calcof It's Wild For a happy withe creatures will become nigh invulnerable.

Gobin Lyre

Startifice Lyre: Flip a coin ** you yini, target opposest toxes damage
equal to the number of creatives you control. Otherwise you take damage equal to the number of creatives you control. Otherwise you take damage expert in it involved to the number of the

© Unit o Cod ATT R sees

Jestes s Cap

Southice to look through larget player's shrory and remove any

the exercit four the gaste.

AT R •• 5

Comment of tends of your choice from a specific should write the same number of tends of your choice from a story.

magnet counters on them that the necessary sways counter of drope creative that the counter of drope creative that the counter of drope creative that ability only when a green spell is some of, as and ont, once to each green spell cast that the counter of the c

Mana Crypt
AST P GO D PI

AST 2 to you mana pool. Every upkeep thip a com, apponent calls it
If he calls a correctly, you lose 3 life

Bunned in Type 1.5 only
Bunned in Type 1.5 only
Bunned in Extended enry
Bunned in Extended enry
Bunned in Extended enry
Bunned in Type 1.5 only
Bunned in Extended enry
Bunned Resturted

Helm of Awakening ART 0 •••
An per 1 less to pay
Helm of Chatzok ART 8 ••

The cost of each custome ability sequence and cost to less than 3 sequence by Parket of the cost of each custome ability sequence and other cost is reduced by Parket compared reduce on ability's general most cost to less than 3 in a favorage of the cost of less than 3 in a favorage of Avaragement (set to less than 3 in a favoragement (set to less than 3 in a favoragement

L,U,R,4It,5It 🗄

lind Oit Roing East

Decigion Engine

2 1 - Cumin and of turn 3

Decigion Mode

3, © might reform was contine gots +7 -7 unit and of turn Ar and of turn that creature is in tax, return in this present shaded

ART 8 • ART B • BROWN House

Even Lyre

Suchtice syte Target entities gets + 2 with end of hum

Eneroid Medicine

ART

P

2

Introduct system system of the s

Through the continue of the co

The state of the s

Energizer

2 & Pun - + counter on broady at 2 2 female Gnomes

unitrip one of your affectivers. Teat finger as that novel attacked of the teather and the tea

Description

Printing 475

Sets Found

Heint of Pessession

EW Enchant world

SUMMON CONTROL SUMMON Legend SOR Sorcery

Sels Found Home Por 2 has to cost on instant, intercept, or enchantement, on Frism

Act 1 to your need steep the state of the Moreo Matrix 16

Money Add one colories means to your means pool. 1/1.

Money as Tenne ARI Research to the form and put fless continued from the continued for the continued Marble Diamond

ART U

Cames into play tapped. Acid to be your mana pool.

All wells abin to black Alvable firms must do so. Machin Priest

All wells abin to black Alvable firms must do so. Machin Priest takes no adminge in combat from walls, 3/3, Really! Who a gornal use wells?

Matopi Cohen

AC

Legarerore and purk o 1/1 counter on Matopi Galarin. 3/3.

Mac Diamond

ART

And one mana of discerd a lond cord or sorriche Mac Diamond. Acid one mana of any color to your mana pool.

Merkstone

Luatures with power greater than 2 do not unap during unitop phase.

Acid play and acid any color to your mana pool.

Merkstone

Luatures with power greater than 2 do not unap during unitop phase.

Title Title Title Priest recent as a silver 1/1.

Coffees with period glearer and 2 on the unsup county arrow period.

At the Breat reacts as a sliver, 1/1.

Mightstore ART U AR ARA, 5/16

ARA, 4/16, 5/16

ARA

that player's groupate.

d Stone

ART | Deep | B. Societies mana to your mana pool. B. B. Societies Mind Stone a great Mind Stone S ADD ONE UNIVERSE OF THE SECOND TO SECOND TO

of them destroy that neglitude Mass Diamond Cornes into play, tapped Add to your mana pool.

Mox Emerald

ART R LU ox Emerald

Add to your mona pool.

ART R 1.6

Mox Jal Ų Peorl
Add # to your mono poor.
ART R **** Mox Ruby

Add to your mono pool. ŲŪ Max Suppliere

Max Suppliere

Add & to your mono pool.

ART U ŲU

Hysric Camposs

AP, Proges mand-producing land becomes a basic land type of your clipite until end of turn.

ART U Manual Control of turn.

ART U Manual Control of turn.

P. symmis produce **, mountains groduce **, and forests produce **.

Metropolis **

Count's of a well. **

Remove a circulare in your groveyard from game. Put a -0' -1' requires on her upoli. **

ART R **

Postroy all hos-lond parmonents, Canes into skey tapped. **

Morth Star **

**

Produces cost one spell this hum using mone of any color. **

Mover Pentade **

ART R **

Produces cost one spell this hum using mone of any color. **

Mover Pentade **

ART R **

Reduct all damage done to you by one source to heaper accourse of apparent's choice. **

Not Reduct all damage done to you by one source to heaper accourse of apparent's choice. **

ART R **

Privers connot play any artifact abilities securing on activation cost.

Oblishe of Undering **

ART R **

Oblishe of Undering **

ART R **

ART R **

ART R **

Oblishe of Undering **

ART R **

ART

Ordiel

AC

Ordiel

AC

F Ordiel goes to eny genery and from play, its controller gains 2 life. 2/2

Onyx Tolisenen

AR

Unity a patriament. Use this chility andy when a black spiell is successfully cost and only once for each black spiell resulting the successfully cost and only once for each black spiel rest.

Ornalisaptes

AL

Ryng. 0/2. Despite what Toro Sharenski thinks, this cost shill sucks.

Keel Cit Booking Cost

Death Control

Sets Found

Tind CR Reting Cost

Sels-Found

Potogio Golem AC U ***
3 Pring unit end of tem 2/3 NG.

Phyrexian famouse AR 2 ••• 3

1. Drawing opposed the second of the physical and a part of the physical

ART U ** 😩 🔷 , Socrisco o creatura. Draw a card Ring of frationtels ART R • 5 LC

1 Counts interrupt to inchrent targeting a permanent you control

Ring of Ma cuf. 391 R • 5 Ma tong at the cut

\$\frac{1}{2} \infty \text{. where instead of you was a continuous select or conditions outside the game.}

Ring at Reneword

\$\frac{1}{2} \text{Reneword described or conditions outside the game.}

\$\frac{1}{2} \text{Reneword described or conditions vary hand to drow two lands.}

\$\frac{1}{2} \text{Reneword described or conditions vary hand to drow two lands.}

\$\frac{1}{2} \text{AQ.P.}

\$\frac{1} \text{AQ.P.}

\$\frac{1}{2} \text{AQ.P.}

\$\frac{1}{2} \text{AQ Rockel Leurcher ARI • AU. R. Rockel Leurcher is destroyed of and of the Lore o Roter othingster

Flying 2 4 1 3 is the end of him four consort spend mose than 4 Figure 2. A will the end of turn. You contain spend more than a large with upon 0.7.

Rubby Metablish ART 8. The Street Pay 1. A large with provided the street of turn and street with provided to make a container with provided to the street with the street of turn and street with the s

Sopphure Medicilion

Your bue spells costs © less to play

Your bue spells costs © less to play

191 R en

2

Less to three or terres costs is Scalding traces: 1,571 R = 2 TAX

During your uplaces, if you have three or fewer cards in your hand, Scalding

Tongs deals 1 damage to larger apparent





Autumn Willow and Spinal Graft: Getting a new spine c in more sic creature. to ghi had this seemingly orcrusig vod meda ia od za coment has lone nosty side effects. All your enprient as to de to your e och e sit onthe on mand is off to the glaveyord. But with he selective torgetobility. Actum Wildly lickes the ne tect test subject.

> 15 94.5th

Physician War Beest AC C + 68 Physician War Beest leaves play, sociation of land ond take 1 dismage. 3/4 Physician Wolker AC + 10 Physician Physician AC + 10 Physician AC ART U

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A Prisod Coy
When cost, choose whether to make Pernal Clay o 1/6 wall, 3/3 years
creature, or 2/2 Byteg creature.
ART 1/2 man (*)

Pupper Strage: ART 1 week to 2.00 Top or sorter teacher.

Pyramids: ART 1 week to 2.00 Top or sorter teacher.

Pyramids: ART 8 week to 2.00 Top or sorter teacher.

Pyramids: Remove an anchantoral form a found from being destroyed. 40: Remove an anchantoral form a found. Freedrit a family of the first transfer of t

end of hore.

Racer Pendulum

ART

Racer Pendulum

LIS, 4th

रिक् रिक्क् व्यक्ति व्यक्ति ।

Snake demoges opponent, organism grand 1 to the state of Shrekd at the Ages
2 Prevent I damage to you Shield Sphere .E. INH eld Sphere
Counts as a wait if Sheeld Sphere is assigned as a blacker, put a -0/-1
counter on it. 0/6 counters on it 0/6

Shifting Well

counters on it 0/0

Counters on it 0/0

Sisery's Ring

Add per colorless snann to your mann pool

Shoull Category

Add to be colorless snann to your mann pool

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Skull of Orm

ART L

Sky Diamond

ART U

MG

Carriss into play hopped

ART U

MG

Show Fairlies Shoke Basket Por X Cab in teleas, who play Treat these tokens

as I give treatment

ART U

MG

Carriss into play into district

ART S

AR Graffic and E + > - O and each of from 1 - O/ > and end of from 3 - Ib & damage to a non-dynn, ghladway creature. O/4

Graffic ART R - 3 A When Sal Dinkl comes into piloy, you milest choose a casar. But choose wasny & And one makes of the cropsen cosor to your mann pool of Ring. Sol Ring

And 2 In your mano paol

\$21 R L,U,R Soldary Digger

Priving the lop cord of your graveyard on the bottom of your library

All R as The soldary Boulem

All R as The soldary brokes to the sold Al Solder Seriam Beach becomes tripped, target opponent gains two Manager of Manager opponents and Manager opponents and Manager opponents may draw a cord. 1/1
Solder Semity AC age opponent may draw a cord. 1/1
Solder Semity AC because the AC because of Manager opponents may draw a cord. 1/1
Solder Semithorush AC U because the AC B. A. A. Michael Semithorush Beach becomes tripped, target opponent gains two Manager opponents gains and the Company opp anol play summon or unifect creature spells. 3/4 Stone Calendar spells cost the less to cost; costing costs cannot go below 0. Your spens can be also as the second of the Strew Golem

If or, appenent sectorsful, rests a summan or untrot; reative spell furtheand part and large lawy. Strew Golem down, 2/3.

Su-Chi

When Su-Chi goes to the groveyord, add to be your mane seek, 4/4.

Sunchases of Urza ART R

When mono anyour mane pool can be used as white or and mana.

Sunstance

LATER R

Sunstance

LATER R

LATER R act creature. Thron Tortio

ART R

WI

S, & Revisol like top 3 cords of your khrory to larger opponent. Busy one of these cords of opponent's choice. Draw the remaining cords.

Throng of library. To Goin 1 life each itime a black spell is cost. Use only once per spell inscreams

ART R == (2) Thumbscrews During your uplacep, if you have five or more cards in your board, his marker opponent.

ART R

Tin-Wing Chamero

Hyus, Surface Tan-Hyus Cormero, Put p +2/-2 counter on lorged Chamero
and that Chamero gains Hyang, 2/2.

Tormood's Crypt

APT (••• 0 DK, CM Transides Citypi

Scrinice Remove of casts in huget prover's graveyard from game

Remove APT R 900 3

Transide Chamber

APT R 900 3 tive thamber have a service of the end of the end of your furnishment of your furnishment of the end of your furnishment of your furnishment of your furnis Super target menture unaboricable by walls unit and of him.

Tricagle of War
 LPT P == 1
 Socialize: Choose is used we you control and a creature on apponent



It you we been paying attention to this spot for the post couple at menths, than this month's topic should come as no surplise. For testic Four-stars, bolks of a sempling of loursts, laws the nowling three Two mono draw on extra cord every turn. In didn't help your apparent as well and anterucioned by

Friestack Egg ARI Room 4 .6 (H
3, 4 Pur a counter or Egg. 4 If there are 2 reinters on tags, you may secretice in to put a counter for your bonder grows and desert, inter 2 p. Triskellon

A. Post of 20,4th

G. Friskellon

A. Post of 20,4th

A. Post of 2 but a strenger of the pure other frying bording, first strike or transper years and a fact of the pure other frying bording, first strike or transper years and a fact of the pure other frying bording. First strike or transper years borded at a condition appointment's head Conting Washington to the for any ordinar cost (an any give 1 life per animal). We have borded with Uran's figure at the pure of the pure strike or the pure s Chron's Matter

Silves a cond when one of your entrots goes to the grazevord

Control of Battle

Reliable Battle

Reliable

Reliable Battle

Reliable

Reliabl

Walliang Wall

(200 to sevel 3 Gove Walking Well +3/ and enable it to attack. This ability may only be used once per turn. 0/6

Wall of Statellas

A(U ••• 3 18 Counts as well Bonding, 0/4

Walk of Spears

AC 4 3 AQ,4th.5th

First strive, counts as a well 2/3.

ART R 2

VS

Look at the top cord of larger players a library || I that card as a nonland AQ,41h,5th *** Those of Decical *** ART *** *** ART *** *** ART * Cologon Sentery ART R

→ Pull a counter on White Mane Battery. → Add → to year mana pool. Add → for each counter you tempored as well pool. Add → for each counter you tempored as well. Window Orb

Each player may only unites? I load druing his unites phase.

Boarden Spikere

ART U

Gon 1 life for any prien spell is cast. Use only once per spell.

Xantible Station

**WL

Xantible Station**

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Xantible Station

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The Station

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The Station

The Station Tannine, Sprise

Alt

6 until end of turn, Sharbu is no 8/8 critical creature with trample.

Yolion Soldine

Yolion Soldine does not top when attacking, 1/4.

Zelyen Sword

ART R AQ, 4th BLACK

3

Choose and discard X cords. Look at larget apponent's hard and choose X of those and discard X cords. Look at larget apponent's hard and choose X of those cords. That player discords the chosen cords.

(6,41) Abomination SC U See 3.9 to U.All Green or white construct blocking or blocked by Abomination are distroyed

Approxime in consign equal to surpose in the surpos

Abdu Barin your upkney or only order.

YS

Transple. Buring your upkney, each opponent puts a +1/+1 counter on each
creature he or she controls. 5/6.

All Hallow's Evre

EN R All Hollow's Eve PM R Put 2 counter, on All Hollow's Eve when cost Remor a discounter during your upsices America law counter is introduced everyone takes all creatives in

Upscop letter the last controlled everyone takes all creatures in their graveyand auth them disactly into play.

Animale blood

Emg a creature from any goveyord into play on your side with -1 power. If Annote Dead Inoves play, the creature is build.

Armort throll

Scartified Possession

Scriftled Possession

A Coderage is artiflact's controller whenever its activation cost is paid.

Ashen Gloud

Scartified Possession

A Coderage is artiflact's controller whenever its activation cost is paid.

Ashen Gloud

Scartified Possession

Schem Gloud

Scartified Possession

A Coderage is artiflact's controller whenever its activation cost is paid.

Ashen Powder

Sol R

Ashen Powder

File a coefficient of a complaine burn on papageage is gravity at the second of a complaine burn on papageage is gravity at the second of a complaine burn on papageage is gravity at the second of a complaine burn on papageage is gravity at the second of a complaine burn on papageage is gravity at the second of a complaine burn on papageage is gravity at the second of a complaine burn on papageage is gravity at the second of a complaine burn on papageage is gravity at the second of a complaine burn on papageage is gravity at the second of a complaine burn on papageage is gravity at the second of a complaine burn on papageage is gravity at the second of the Asban Powder

Fake control of a equation from an apparant's graveyard.

Fake control of a equation from an apparant's graveyard.

Adiac an Aches

Remove two scie-ordinal creatures from the gone and take 5 damage.

Moon LU,R,4th,5th Bod Moon
AP block creatures in play get +1/+1

Banshee

**A Bonshee does X domage, half to you (sound up) and half to my sargest found down). Q/1.

**Basked-Back Wurm St. U ★ & M5

**Impet grees creative blacking yourn gets: 1/1 will and of turn. 4/3.

**Trying. Bots *2/*2 counters for each creature sent to greenward on her where Baron domaged it. ★ Regenerate target Yampile. 5/5.

Restrictes Bennoti

 Scaned in Type † 5 ank Somed in Extended only

For a counter on Born's during your upbeep. 1 \$\infty\$ Stacked 0.0 carrage to each creature and player. Is the number accounters on Time Born's Time Yout!

Time Yout!

Take an extent han. Carnes into play topped, and may only be unstapped if controller forfeits a turn.

PW Eachers World

Mono States

алипов седела

g u 1 d e

The Gailbering

Kind CR Resting Cast **Sets Frund** Mame

Barrow Ghoul

S.C. C. •• Out •• During your upkeep, remove the top creature and in your grawyord from the game of busy Barrow Ghout. 4/4

S.C. C. •• ••

S. Socializer Add •• C. C. •• W! Bellowing Flend
St. R

Rellowing Flend
Flying, Whenever Bellowing Flend damages any creature, Bellowing Flend
beek 3 damage to that creature's controller and 3 damage to you. 3/3

Rindlini Anatov

EC. C

Rindlini Anatov Binding Agony EC C •• • • • For each 1 damage death to exchanted creature, Binding Agony deals 1 derage to final creature's controller.

Black Carriage

Transple. Doesn't entep as councel during union phase.

Socifice o ...U,R,4th,5th Blanket of Night nket of Night Each mand-producing land is a swamp in addition to its normal type th

EL II

Blight

If target land is tapped, destroy it at end of him.

Alighted Shaman

St. II

Socrifice a creative: Five a creative + 2/+2 unit end of him.

Strictlice a swamp: Give a creative + 1/+1 unit end of him.

Blood Pet

St.

Blood Pet

No. 4 unit end of him.

No. 4 unit end of him. Scarling Blood Pat: Add to be your mone pool. 1/1
Sog Imp
Fylog. 1/3. You won't find clever quips like this one in Duelist or Sorge
Bog Rats
Society by Mackad broadle. 1/1 . Connot be blocked by walls, 1/1
Wraith

Connot be blocked by walls, 1/1

Sog Wraith

Somework, 3/3, Our so one of 11 foursetter C-wards. Quoz is not one of them

Some Doncer

Dut the log creature of defender's growsyord into ploy under your

conhol. Use only if Doncer is unblocked and only once each him. 2/2.

Bane Harves!

NS Lower growsyord on top of your library. County

Put any number of creatures from your growsyord on top of your library. County

Bottomiess Pit

Buring each player's uptacep, their player discousts a cord of transform

Bounty Hunlet

Put a bounty counter on target nonblock creature.

Destroy target

Creature with any bounty counters on target nonblock creature.

creating with any bounty counters on it. 2/2

Breathstealer

1/-1 antil one of nutr. 2/2.

Breating Pit

Put a 0/1 Thrull token in play at the end of each of your nums. Pay

Specific point of the centure is realing cost to the centure is realing cost to that centure is realing cost to the centure is realing cost to the centure is realing cost to the centure costs and put them into your privaryord. Shortle your library of revenues cost to the centure costs and put them into your privaryord. Shortle your library of the variety costs and put them into your privaryord.

16,4h,5h

Corrionelle

2 Remove Carrionelle and target centure from the game. That treature's controller may pay & to counter this chilley. Use this oblitty only if (ornegette is in your growyand.)

Costing of Bottes

If controlled structure is mill late the manuscripted dense there could. Charter

enchanted creature is put into the graveyord, draw three cords. Choose If enchanted (require a partial and discard one of those rards

Catacomb Dragon SC R ••• Mb
Frying Whenever Dragon is blocked by a accommon non-Dragon usature,
that cleature's power is baked, rounded up 4/4

that dealure's power is reasonable.

Cemetery Galle
Protection from black, 0.5C
Protection from black, 0.5C
Protection from black, 0.5C
Protection from black of the protection of the protection of the first card drawn in draw phase, every player must discard a card before drawing. A player with no cards must discard the crass he draw Choking Sands.

Soft. 0.12 **

Cestary target natisswamp land. If that land is a non-basic land, Choking Sands deals 2 damage to the isnay's controller.

Soft. 0.12 **

Protein Yultures.

Soft. 0.12 **

Protein Yultures.

The protection of the protein of the protein of your generics and your generics.

The protection of the protein of the protein of your generics.

Goting Variates 50 J WL Figure 50 Figure Card an your graveyend from the game as busy Vallaces. If Variates is an your hand, you may discord it Play this obility as an instant 3/2

Clock of Confusion H -0.0 It tempel entacking reactive is not blocked, you may have it deal no diamage and force the defending parget to discord a cool of various.

1 Slover I M

Description

ten (8 Reser Cest

Sels Found

Воотельсь

Clat Sliver Suns * C (••• 1 % Fach Shiver gains * Regenerate this creature * Costaion * \$0? (•••• 2 % tour many gums beganisate has been to bestere

\$6.07. C

\$6.07. C Coffin Queen

Coffin Queen 1 SC R •••• 2 d •• not possible of control of the Queen of the Volumer, choose not to untop Coffin Queen during you untop phase 2 d •• Put target creative condition queen during you untop phase 2 d •• Put target creative condition Queen during you untop phase you cannot. Remove that receive committing growe A Coffin Queen becomes untappera or a you lose control of John Queen 1, 1

Carls of the Medous IC C •• 1 d •• I d

rex the Cursed SL II ••• 2 •• The Cover core of play with four high in counters on it During you is piece to sent the an examine of port of high in counters on it. During you is pieced sent the an examine of port of high in counter than Curvax gains flying until and of hum 0/0.

Crypt Cobra SC 11 ** 3 * M6

E (obra etrucks and a not blocked detending pioner gets a passin counter 3/3

Douth Mercenary
Shodow
Douth Mindripper
St. U
Mindripper
St. U three cords. Use this chility only bourte Mindropper is articking and unblocked. 2/1. TAL

Kind CR Rating Cost

Sets Found

Unaborsed 2/1.

Bouth Stoyer

Shodow Eoch kum, Bruth Stoyer attack, if obe. 2/2

Constri Tropper

Forget creature grains shodow until end of two. 1/1

Booth Pits of Rath

Charles are a stoyer attack. 대

SH

Beath Stroke

Bestroy fungel hopped creative.

Death Walch

It ceature is put into any groveyard, its controller, loses an amount of life equal to its foughtness.

Et L

AR, 4th, 5th Deathgrip

Counter a green spell.

Deathloca

E . Change the color of one cord being played or in play to black.

emonic Afformey SOR R

Conge the color of the sales of the color of

Demonst Fordes

Destroy target and Pay Demonst Forder to your flood

Destroy target and Pay Demonst Forder to your flood

Estroy target and your apparent theases a usual of yours to be destroyed. 5/5

Demonst Forment

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Demonst Forment

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Demonst Forment

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Demonst Forment

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Demonst Forment

At the end of each furn, each player who tapped a land for mand during the turn socialises a land. If a plains is socificed in this way, Bestilation deals 2 duringe to that plains' controller.





TM.

44

Mulch and Lodestone Bouble: Ladestorie Bauble is a good way to recover from land destruction, especially masspe is like Ain ageddon. But war words to waste four dlaws recovering those lands? Instead try weeding through the top of your illinory with Much sencing those lands right to you hand—and setting you up to a boll is drow from the Bouble's contrib attect

Add **** **** to your mono pool. Parkines official and block or sourced but deal no damage.

Contracts attack and block or sourced but deal no damage.

Darking Stalker

Science Science Stalker

Science gets +1/+1 unit end of hum. 1/1

Portpact

Switch the top coad of your library with one of the cords up for units.

Dawths Embroose

June 1 reaches compress change units and as hum. IG Switch the top coad of your library with one of the cords up for additional temporary of the power of the cords up for additional temporary of the power of the p

Douthi Morouder Shodow, 3/1

Birdrolic Edict Target player soutlines a creature.

Districted Wraith SC C ... The poly your sorpay in any other

Donal Life

Bo 1 damage to target for each

Spent above casting rost Gain Life for each

social damage done. You cannot gain more life than target's current tragemess.

Dread of Night All white recours get -1/-1. 9.0 **Dread Species** ad Species
Whenever Dread Species blocks or is shlocked by a non-block creature,
destroy their assistant at ead of combal. 2/2.
ad Wight Destroy these because at each at country. 27 ≥ 4 at the end of combat, out a paralyzation counter an any creature blocked by or blocking Oread Wright and top 8. If the creature bas a paralyzation counter, it does not untap during untap phase. The creature's controlles may pay \$\infty\$ to remove a counter of any time 3/4.

Set of Soctow Dress of Socious

SOP R

Bestory X tropiet nonblock creatures. Draw X cards.

Beth of the Dread

Courts as a well. Drift of the Deod has power and toughness each inqual to the number of snow-covered kinds you cartrel.

Brudge Skeletons

SC C

L,R,4th,5th

-

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T

Fξ

WL

way at one turn. 1/1 Inquisition

way in one hun: 1/1
Inquisition
Examine torget player's hand. Do one damage for each white cord
Institute Stankwarms
SC

a Torget player discords a card at random. Use only when Backwarms
is out into gravevore from play and only once. 1/1
Inn Sengir
A' white and groen enchantisents out an extra 2 to cast 2/2
Jovan Erri

In the conditions of the school of the controls.

Joval Evil

D. 2 damage to epparent for each white creature he controls.

Junus Efreet

Frang Pay & during palacep or Junion Efreet is destroyed, 3/3.

All, 4th
Frang Pay & during palacep or Junion Efreet is destroyed, 3/3.

All, 4th
Juzam Dinna

Juzam Dinna

S. R. All

Keervek's Hax deals I damage to your during your upkeep, 5/5, Big maania.

Keervek's Hax deals I damage to each non-black creature and an additional I damage to each green creature.

Koervek's Spille

RS R. All

Scorifice all permanents, Distant your hand: Turget player lasses 5 life

Keepor af Tresserhourn

S. R. All

I Keepor afforts and is not blacked, it deals no damage to defending player has turn and that player losses the 6/5.

First strike. During your unkeep, II your apponents control ac cseatures,

*ezzerdix

First strike. During your oppose, il your opposents control ne countries,

*Ezzerdinx decis 4 damage to you. 4/4.

*Kabola Bhool

Sc. R. Al

Gait o 1/41 counter at end of turn for each creature that was destroyed

That can 1/4.

**Table 1/4.

reletation Bood

SC C

To must socribice a creature when Keideren Bood (cinns Into play

Knight of Dusk

ST

Knight of Busic St. U 1997

Destroy, larget, renature bracking Knight of Dissa. 2/2

Knights of Stromgald St. J 1997

Francisch rom white 1997 + 40 1997 Fast state 2/1

Ruskum Falls

EW. P. 2998

Durn you unkeep top target creature you control or awy, Koskot Falls. No resolver or affair you aniess its controller pays on additional 2 whenever the repoir or affair.

Krovikan Plague

Gate to Phyrexia E!! AD death of demands to demand to be demand to a second to the second to the power to pay larget mechanism to the second to the power to pay larget mechanism thousands.

Straf Cit Today Cost

Sets Found

Description

Hell Swarm

Kind CP. Noting Cost

Orudge Speil

Renove 2 creatures from graveyard from the game. Bring Sweleton tokes into ping. Sweleton is a back. I catuse with a Regenerates. All skeleton takens are discarded if Orudge Sper reases pay.

Dry Spell

Bry Spell deals is domage to each creature and payer.

Bungean Shade.

Science Science Skeleton Shade gets in I/+1 entil end of turn. I/1

Dystopia.

Cil Dae lide During each purples spayers of white permanent.

or while permisses he somities a green or while permisses any green or while permisses any green or while permisses and green or whi

Enter of the Bend 3/4 Manum. Bend

FE Incompo first strike Put n 2/7 counter on than Prestor during upkeep

Sacrifice one-meature during upkeep to semiove a 2, 2 counter, edding o

+1/2 of counter of a Brook was socialed. 5/5.

Floory Charma

Choose one—Target player loses 1 life and you goin 1 life; or remove from
the goine up to linee cards in any player's groveyord; or target creature can
only be hacked by artifact or black creatures his time.

El-Hajjai

Son 1 life for every point of damage El-Hajjai inflicts. 1/1

Endless Scream

Enchanced creatures are sex 4/4-8.

continues creatures giess *4.7.2 to the AMR.4th.1 Take 2 damage at each of him if Eng Randers don't natiouble, 2/3. Ent Eye of Gronts-By-Gron \$6. If the English of the Eng

blockett up procedured blocket blocket

Extinction

Destroy of transhess of any treates type of your choice
Follen, The

Disning your spices, The Follen does 1 damage to every apponent it has
putviously damaged, 2/3.

Follen Angel

Scrittle a creature: Follen Angel gains + 2/+1 until and of turn. 3/3.

Follen Askeri

Follen Askeri

Follen Askeri

Follen Askeri

Bury trompt transhess that were damaged files have.

Target opponent chaoses. You draw 3 cases or you choose and busy up to 2

nicity innes de vou pose
185 Fil P eee 2 The property of the p

Aday not block. \$\pi: Pay 1 line to estuan hormists to its aware \$\pi\$ pout ling.

Flying, Whan Foul imp comes into play, iose 2 life, 2/2
Frankenstain's Monster \$\fi \text{Remove X} \text{ realtures from your groupsyouth from the game when casting Menster for each creature hernoved from the game of this way, gave Menster a permanent +2/+0, +1/+1, at +0/+2 0 T
Frazen Shade \$\fi \text{LR}\$.

....

20

Endless Scream EC Communication Communicatio

Bury target creatiste that was damaged this here.

Fevered Convolutions EH R non2 Pul o -1/-1 counter on target creature.
Fevered Strength INS C nonFevered Stre

Feral Shadow

Forsøken Wasies

coster loses 5 life.

Frozen Shade SC +1/+) until and of tran. 0/1

Flying, 2/ Festering Evil

Enchanted creature gets -2/-2.
Raiders

Destription

Sets Found

MG TAL

WI :

AIG :

WL

ÁI

เรียกกับร้อง

Attacking class not course Ghost Housels to top Gover liest strike if blocking or

Prince by Goes not cure unosi receive to the Device of the Domined St. (• 1 • 1 • 15 CM St. CM St.

on
White spells and white enchantment costs now require on extra 3and Doom
RS (• •

Grandmother Senger St. 2 •• 4 •

1 • Forgel creature gets 1 | Junit end of h.m. 3/3

Grave Robbers St. 2 •• 1 • • Grave Robbers St. 2 • 1 conti each of this 3/3
Grave Robbers St. 2 • 1 conti each of this 3/3
Grave Robbers St. 2 • 1 continue Robbers St. 2 • 1 continue Robbers St. 2 • 1 continue Robbers St. 3 • 1 continue Robbers St. 4 continu

Torget concluse story not regenerate this turn. Contrip.

Grevedigger

When Gravedigger comes such play, you may seturn harget anothers can'd from your gravelyand to your bound, 2/2

Grove Part

Witenever any creature you control is put into any greveyord, each other



Why not a five for the ultimate artifact of destruction? it's real simple. Despite it's owesome power the Bisk. comes into pia, topped maxing I value able to the likes of Disenchant and Shatter Shi as four-stais go the Bisk tanks right at the top

ne Servitude EC C ••• @ MG
You may choose to play Grove Servitude as an extent, if you do, bury it at

Grave Servitude siden Wasres 177 F ••• 2 F 745 Players control gain life. During each player's upkeep, that player loses 1 life. If Forsakeri Washis is the target of a successfully cost spell, that spell's

L.R. 4th, 5th

end of turn. Enchanted creature gets +3/1 and is block.

Grapter Werewall SC (*** Aloy not black. #: Pay 1 life to setum Fermilian to its award's band. 3/1
Imp SC (*** ###

Flying, What Foul imp decrease with reference and reference with reference and reference with reference with

oter Werewall SC (••• 4 • AL511

After combat, put a -0/2 counter on all contures that blocked winewall 2/4. ed Par Z He: Braw a card. Countries Book St. R one 3 to Arman of Journal of Manager of High St. R one 2 to Manager of High

Harburger of Hight

St. R. D. Dunny Deep, put a 1, 1 counter on each antire 2.3

Historia Ogress.

Historia Ogress.

Historia Ogress.

Historia Ogress.

Historia Ogress.

Historia Ogress.

All CH

Pry 2 when Hissum Opress attacks are lose 2 life. 3/2

Hausting Misery.

Bernove X creature cracks in your growyord from the game; Haunting Misery.

deals K demenge to target player.

Hounting Wind

Et. D. S. D. A. D. A. A.

Do designed to instruct a control of each term on criticat in pay is topped or its critical innest in past.

Headstore.

Historia Misery Hollow, this crud is so browing it makes as shoons? 2/2

Headstore.

Historia Deep Count on on consequent from the game. Capital Headstore.

Remove target cand on on consequent from the game. Capital Headstore.

Secrifice four creatures when Headstore cones into play 0. Top a sworm.

Hectorian from a one governor a new construction of the four creatures when Hectorian cones into play to Top a swore you cannot to have Recordand deal I downed to any traget

Restricted

· Bonned in Type 1 5 only Booked on Extended Gray

Eerbest World

TAL

IA.Sih

Mis Housering

g u i d e players Sets Found

.Kind CR Roting Cost Morest

Lab Rurs

Buyback Put a Bar token into play Frent es a 1/1 black creature,

Leaching Unid

Leaching Unid

Leaching Lield loses this phility and becomes a creature exchanment

that reads "During the upkeep of enclambed treatme"s controller, Leeching Licid deals I domage to that player "instead of a orecture. Move teething Licid onto harget treatme, You may pay to end thus effect. I/1 Legions of Lim-Dul SC Science-covered swompwork. 2/3 seshroc's Rite EC Legions of Lim-Dul Science-covered swompwork. 2/3 seshroc's Rite EC Legions of Lim-Dul Science-covered swompwork. 2/3 Give target crackive swarpmalk.
Leshrac's Sigh EN U

Lestriat's Sigit

We Whenever an opportent successfully costs a great spell, look at that player's hand and discord a card from theat of your choice.
Return ashink's Sigit to owner's hand.

Lesser Warawalf

Give Warawalf

Fust Strian, 6 . Rejenerotre 2/1.

The Strian of the Commence ting Death

Set issels oil creature cards in all growywards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature that is in play into play under its owner's control and in the first set of the first set o

Lost Soul

Lost Soul

Swampwalk 2/1.

Swampwalk 2/1.

Swampwalk 2/1.

Swampwalk 2/1.

Fiving All non-Wall creatives rarger opponent centrals attack this turn if exist At end of hum, destray each of those creatives that did not uttack. Use this polities and during larger apparent's turn and only before combat. J. IT.

March Gas.

Make all condimes-2/-0 until end of turn

Mindstob Thrull

Concerns and is not become you may have it deen no damage and one of the force me detenden to desend hince only 1/2.

Mindson of Lestrice. Si a second hince only 1/2.

Mindson of Lestrice. Si a second hince only 1/2.

Mindson of Lestrice. Si a second hince only 1/2.

Mindson of Lestrice. Si a second hince only 1/2.

Mindson of Lestrice. Si a second hince only 1/2.

Mindson of Lestrice. Si a second hince only 1/2.

Mindson of Lestrice. Si a second hince only 1/2.

Mindson of the Mastes. Si a second hin participated to the Mastes, pay any amount of site.

Viscan has payore and the ghoss each apper to their crosper. If the Shade.

Mindson on Mindson on the second hince on Mindson of the Mastes on Mindson on Mindso

Description

Tind CE Roing Cost

Sets Found

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WL

os recimal. You may disesse not to unites Worms. 1/1.

Swengwalt 3/3. Normanical 3/3.

Morgae Thrull SC (>> >>

Scriftice Margoe Thrull: Fur the top three cods of your library lasts your growsyard. 2/2.

Morinfer SL 2 >> 3 >>

Morinfer groveyard, 272. Inferi Frymp, Cit 1 life, S/4 Hydry Ell R ••• 3•

Flyring, Clit. 1 line. 5/4

Montuserry

Whenevous any creature is put into your graveyout from play, gut that
creature on log of your library.

Murk Owellers.

If Muri, Dwellers estruct, and is not blocked, it gons +2/+0. 2/2

Homeless Rare

S. 2. **

If Muri, Dwellers estruct, and is not blocked, it gons +2/+0. 2/2

Homeless Rare

S. 2. **

Itemate Sociative "life when conting Norveless Race, where "is at most
the total number of white cords of your opponents have in play and in their
cross-grave-grave." /*

Hectalog

S. 15 **

With

With

We have the box continue cord in your graveyord from the gaster +2/+2

Remove the top creation and in your growyand from the gaster 42/42 until end of him. 1/2.

Remove the top creation and in your growyand from the gaster 42/42 until end of him. 1/2.

Remove the first of the first o





Ensoaring Bridge and Cursed Scroll: Cursed Scroll is one of the most popular raids in Mays these days with good rouse. Knock your hook! down In one leid and it's guaranteed to dole out by a points of domage every form With Ensue ing Bortge you can eally out the screws to your opponent preventing this but his aumpiest creatures from ottocking—and those on likely be knocked off by the Carsed Scroll

Marsh Lurker

Scrifting a serampi. Alorsh Lurker comon be blacked this turn encept by artifact creatures and black creatures. 3/2.

Magrim

Yhenever may opportant discurds a coof, Magrim deals 2 damage to him Mind Peel

Buyback Series in English alors cooper and discurds a cool Mind Revel

Turget nature, would discord a and like in a cooper and service in the property of the next his property. Mind Wrist

SOR R

Opponent must predominate and and conds remarks to the following the player's hand end make him decord x cords of your choice.

All the property and tops the section of the cond x cords of your choice.

The property and tops the sections the does not pay 3.

Mindwins Extern Size to the cond to the cond x cords of your choice.

The property and tops the sections the does not pay 3.

Mindwins Extern Size to the cond t Describer Positioner Rots

**Coulos the supplier of other end of only Rum.

**Positioner Rots

**Coulos the supplier of other Rots in play, **/3.

**Phonosomol Fried

**One of the end of hom. **Switch Fiend's power and toughness until end of hom. **I/1 until end of hom. **Switch Fiend's power and toughness until end of hom. **I/2.

**Phytraxom Boon

As long or enchanced creature is block, it get +2/+1, otherwise it gets **I/2.

Phytraxom Greature

**Up on entition As long as Greatins are trapped, that artifact does not only as normal. You may choose not to unkey trapped, that artifact does not only only as some of the end of contago of sourmal. You may choose not to untipe Greentins, ?/1.

Phyrexican Tisbuse

Scriffice from creatures: Descript target artifact

Pilor Teembs of Aku

EW

During each player's cipking that player sourfilens a creature, or that player

taxes 5 lide and you hary filer Teembs of Aku.

Pilor from Pilor they would be found that they would be found that they would be first supposed they

than they filer they would turn. D/1

Pilor Scorpson

If Scorpson derrogues apparently, apparent plays to post a play.

Plague Rots

Scorpson derrogues apparently, apparent plays to post a play.

Prover and teorphiness equal number of Plague Rots on play.

Post

For Scorpson derrogues apparently apparent plays to post a play.

Post

Each player socialises 1/3 of their life, than they must discard 1/3 of the cards in thee leand; then they must sacrifice 1/3 of their creatures; flurely they must socialise 1/3 of the cards in thee leand; then they must sacrifice 1/3 of the cards in the leand; then they must socialise 1/3 of the cards in the leand; then they must socialise 1/3 of the cards in the leand; then they must socialise 1/3 of the cards in the leand; then they must socialise 1/3 of the cards in the leand; then they must socialise 1/3 of the cards in the leand; then they must discard 1/3 of the cards in the leand; then they must socialise 1/3 of the cards in the leand; then they must socialise 1/3 of the cards in the leand; then they must socialise 1/3 of the life.

Priest of Young to the life of the life Destroy target land Rose Dead Sestroy terget lamb

Reser Dead

SOR C

Bring a ceechine fram your grave/pack strey your hand.

Rots of Rath

Destroy larget aeriflact, creative, as lond your control. 2/1

Revenous Vampire

Fines Dening your upkees, socialize a non-orithast creative and part a

-/-1 counter on Vampire.

SOR C

Revenous Vampire

Fines Dening your upkees, socialize a non-orithast creative and part a

-/-1 counter on Vampire.

SOR C

Revenous Vampire

Fines Dening your upkees, socialize a non-orithast creative and part a

-/-1 counter on Vampire, or say trampte. 3/3.

Revenous Vampire

SOR C

SOR LLR 4th 5th TAN TAI MG MS Revenant

Flying, Revenant has power and toegtness each equal to the number of creature cords in your provision.

Rings of the Machine.

SOR Research Constitute Claim control of a non-black, non-enfloct control.

Royal Associate a creature: Enion control of a non-black, non-enfloct control.

Royal Associate Society any looped creature.

Socifice a creature to get equal to that creature's control of the society counter on sochanted creature Counter on entranter creature

Ser remancy

When Sexemancy comes into play, put a Zomble Token into play. I read this taken as a 2/2 back creature During your upkeap, if there are no Zombles an play. Secremancy deals 1 derivage to you.

Scothe Zombles

Scothe Zombles 2, 2 2212

Scheming Ghoot

At the end of turn, add a counter for each other creature placed in the graveyard that turn. Oscend a counter to regenerate Ghout, 2/2

Screeching Horpy

Sc. Beech Greeching Horpy, 2/2

Season of the Witch

At and of each player's turn, bury all unhapped creatures that could have attacked but dish f. Pay 2 life during spikesp or Season is destroyed.

Services

When target creature becomes in the property of the counter of the So to Sezues does 3 domoge to ben.

Sengir Autocat

Then Autocrat comes into play, out 3 smart tokens not alony Smart these
as 0/1 block creatures. If Autocrat strants play, snuff you smarts. 2/2

Sind CR Rosing Cost

Flying For each creative pull into the graveyand in the same from that it was conneged by Bats, Bats receive +1/+1 1/2 glr Vempire \$\(\(\)\) damaged by Bots, Bots receive + 1/+1 1,1/2

Sengir Namptre

Flying For each creature put into the growayard on the same fun that it was diamaged by vampure Vampure sciences +1/+1 1,1/2

Serpent Warror

**The Serpent Warror cemes rato play, lose 3 like 3/3

Servant of Voltraith

**Servant of Voltraith

**Servant of Voltraith leaves play socialize a creature 3/3.

Servant of Estark

**It's energy of the service of creature 3/3.

Servant of Estark

**It's one creature is attacking, it may not be blocked with lead of run. If it is blocking, it deals no damage and takes no damage.

**Server Raits

**Server Raits

**Pay + life +1/+0 until lead of hum. You cannot spend more than \$\infty \infty 390 The first way each furn 1/1

Shadow Guildmage

Put rarget aedfure you control on log of owners is library

Guiddmage deals 1 domage to any traget and 1 damage to you 1/1

Shadow Rider

Skadow Guildmage to say traget and 1 damage to you 1/1 Flooking 3/3. Put top sective from your groveyord in play Creature is unaffected by surringiang sickness and is removed from game at end of any ton affected trypt

SOR

Will

W 1.11 Sinkhole Skaleton Scovengers neron Scavengers SC R ••• 2 S Skelaton Scavengers comes into play with one •1/•1 counter on it Pay 3 for each • /• rounter on Skelaton Scavengers and put a •1/• counter on it 0/1) thing thost state of the scavengers of the scave ilios! SC (••• 1 • Indicate the larget of a spell or effect, bury Chast 2/1 Vampire SC U ••• 3 • Indicate the larget of a spell or effect, bury Chast 2/1 AN, R, 4th, 5th may spend no more shan to the in this way eemhatin Soul Rend
Soul Rend
Soul Rangel white creature Contrap
Soulshrook
Trage reporture you contrat gets + 7,40 units and of than, is ther of creature in your graveyard. Bury weather at end of turn, opponent's graveyold

Wor SOR R ••• de Áh greaterned into play

Stromgald Cabal

Pay lide to coun 50 P ----Opponent discards a card at random, then chooses and discards a card.

Rind CR Billing Cost

Home Description Sets Found

Baumstinn

damage to all players except asses. From the equal to total damage dealt injector. Tamited Specier (R. 1994) A larger chooses a cerd from its head and sites either discords. For puts if on top of himself on the first either decidence are each receive and prose. Page a screen, 2/2 Tanklemaggal (U. 1994) kklemaggal E. U ◆ 2 ◆ 5.
Gae trigget a Gy 1 countee down greenhilder 1 s. Lien 2000 the controller controller toward trigget if no trong 1. Lien 2000 the contes an exchanational cord does 1 damage during uplacep to 15 lost annihilder.

Pit Warrior S.C. (◆ 2 ◆ 5. Toe Pit Warner

It to Pit Warner

It to Pit Warner

It to Pit Warner

Son the popular of begons

Son the e creature. Tanget apparant channers and discards two cerds.

Terror

Bury larget creature. Campet apparant channers and discards two cerds.

Thrull chempion

Ad Thrull get 1 1 1 to the control of target first. When Thrus.

Champion leaves your control of play you be control of 1 2.7

Thrull Retener

Construent which is forced from a proposate this preparate. Toe Fit Wereign Thrull Retainer

Green get = 1, -1 Somice Retainer to regenerate the treatment of the second Women's South Control of the second 1. © Counter block speak unless coster pays on origination

Timmerian Fiends SC R • L • •

Kod Ot Rainig Gost

Sets Found

Description

linde Istvan



Even friough it is the councistone of the best deck of or hime. Netropotence doesn't necessarily neserves hive stirrs It is underliably one of the most awesome Lord drawing angines in the game, but severe deck in tations keep it from reacting the live-star plateau

Tombsione Storwell EV 2 --- 2 --Torment Enchanted creature gets 37-0 lure Techne

1 © Pace a 1/1 taken on creative femore exponents.

Technical Existence of taken on creative femore exponents.

Choose and discord a president cond. Return target constant cond from Your groveyard to your hand. Touch of Darkness MS (hand, the roles of one of more reach as to been unto end of hand.

Touch of Death SOR C 2 works Gate H P L 99

Somition of Third to put these time reconsist on target and Perceive of council during least the profit of the men things from whether the motion winters of log post to give a put of the men the sol Target contines power and toughtess are synthes with end of turn

ed to zero. 1/3. G Thory Strength

Inhory Strength

In 1994 method goars +2, +1

Unbard Justice

Integer recharge goars +2, +1

Unbard Justice

Integer opp ment bettes o aumities of contines to use contracts equal to the manage of credities part into groveyand from play so to, this turn

Unbard Mindoun Plan this white to a secure 2/2

Levelous Plan this way to the secure 2/2

Levelous Plan this way the secure 2/2

Levelous Urbaig Ponther

Sci Cee 2 Ponther Socialist
Scialis Ponther Destroy target creative blocking Ponther Socialise
Feral Judger Breathcleste and bib og Ponther Socialisyour ribrary tar
Sport of the target and par of into play as the upt in water just played 2/7
Burbara Stalker

Sci Research water man annual son non-land peringrie Underg Stellker

During each payer's upkeep, if that player controls any non-road permanents have any bases stoken days I domage to that player 2/4

Vompure Bats

Figure Co. 4th, 5th

Jing Else Bats -1 -D until end of turn Ord; may be spent these way per haid. 0/

Vompire Bats

Vompire Tutor YS 2 one card Shuffle your library to card one card Shuffle your library then put that card on top of you. Catary Yay / te that could be look on the first that could be look on the look of the VS Walking Dead

Pegenerate Wolking Dead.

Wall of Bane

SC U LU.R.4th.Sth Regenerate Wall of Bans. 1/4 L,U,R; 4th, 5th 1, U, R, 41h Withering Boon In In Spell Do Counter larget summor spell Larget Summor Spell Larget Summor Spell Larget Summor Spell Larget Spell Larget Spell Ward of Command ١,١ 0.0 Zombie Moster

Zombie Moster

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Ambie Moster

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Zombie Moster

Ambie Moster Zambie Scavengers 5: 2 * 2 * Remo in tou. cod in your groveyord from the game. Regenerate 3, 1

Tind .CR Rolling Cost

BLUE				
Aboution	-		2 0 0	Wi
united entitled of	enture Com	antro of enc	henred replace	chépture is
guit into one graves	urd, pur than	leafyte info	play under its o	water's control
Abjute		(++	36	WI
Sacrifice a blue per	monent Cour	nter target spi	ell	
Acid Rosn	508	Pess	3 🐞	1.6
De troy oil torests o	n peny			
Fullier Storm	ξN	900	3 4	HL,5th
to minor spects	may be cos!	Anyone may	pay 4 He to bu	ry Starm
Air Bemental	5[900	346	., J.R, 4th, 5th
Fy 14 4 4				
Amnesis	508	U 0000	3500	DK
Look of target play	er's hand. To	get discords o	dil hearland corr	15.

 Banned in Type 1 5 only Residicted Current Rocky Bonned in Estended color

Entropy A

W Earnon World

Norm.

g u i d e players

Kind R Kalang Cost Sets Found Name Description

hand and the test into your graveyord.

• Ancestral Recall INS R

1112.46

targeted by any other instants, secures, or enchantments thy

thy

Et. Endented creature does not untip during its controller's untop phase

Buting the upkeep of enclarated creature's controller, that player may
discord a card at random to untop that creature.

Translice Wizzer C.

Apprentice Wizard SC C ==

. .

Binding Grosp Pc, 1 n.org J.K. Ppc sur, 18 n.org J.K. Blue Bementol Brast 11,1 (Senter o red spell being cost or destroy o red could or play BLS (Senter o red spell being cost or destroy or red could or play BLS (Senter o red spell being cost or destroy or red could or play but the senter of red spell being cost or destroy or red could or play but the senter of red spell being cost or destroy or red could or play but the senter of red spell being cost or destroy or red could or play but the senter of red spell being cost or destroy or red could or play but the senter of red spell being cost or destroy or red could or play but the senter of red spell being cost or destroy or red could or play be senter or red spell being cost or destroy or red could or play be senter or red spell being cost or destroy or red could or play be senter or red spell being cost or destroy or red could or play be senter or red spell being cost or destroy or red could or play be sentered. Pcy 1 onunny unkerp or bury Brising Grosp Govin control of target LG CHUNG SH

 Brangeyser
 Torget player most drow X tords.
 Torget player most drow X tords.

RKS
 Common your LUCE 14,5% Oron three cords, then put any two cords from your bond on top of your

Breath of Dreams EN () as about the Children Chi 400 IA. ¥S

Frong, phosing, 4/4, Brine Hog SC U • ĿĞ 244

Centreon Wyvern SC U •••

To attention from green 3/3

Chain Stass RS R ••

Tap or writing larget creature. Contaction to fraget sections may pay 4 to have Chain Stosis top or uniting broother target creature.

This section Stosis top or uniting broother target creature. TH.

Red spells cost an additional @ to page Chronostog

Skap your next team; Chronolog guts +3/+3 until end of him. Use this oblity only once each turn. 1/2





Recycle and Fool's Tome: Only a tool would let his hand size dies to zero with a Recycle in play Fortunately there is on onlife. How ust such a person. Should you get for invered by discord spells while letying or in Recycle to need the laids coming Foor's Tome lets you get both on your teet how it they ould ust Lonie up with something for those loois who il as the Omithopter is a good laid

15 Sockfire 2/4. For each point of damage date you take from target crisinum, Backlike does a point of damage to createe's controller. Bak's Curso 2 domage to each creature for each enchantment on that creature Buldovion Conjurer St. J ** The analysis of the Conjunction of the Con Baldwayer Sharman S

Baldwayer Sharman

S

Lang the text of a white surroundment you ontrol that doesn't have a unrular space by white surroundment you ontrol that doesn't have a unrular space by white hing and out word each another. That endeather an area who for the service of the service 50 (000 3 6 Senthic Explorers Hink Explorers

University large happed land an appearant scrittres to add one mana at any
type that and produces no your mana pool 2 4
trayful

Eff. (**

YS Beltrayal
Play only on a creature on apparent controls. If exchanted creature becomes

Clock at larget player's hand. Draw a cord of beginning of next him
Clock of Invisibility
Enhanted treative gains phasing and an ordine backed by Walk.
Clone Close ocquires all characteristics, including color, of tregas anathon, "/"
Gloud Dirin

Good Dirin ton block only contrares with flying, 5/4.

Cloud Eventental SC

Court Spirit SC

Cloud S 168 95 45 SH recupe

If enchanted creature attacks, enturn that creature and Contempt to award's
found at end of comban.

Itsel Magic

LU,R,4th Control Magic

Control Magic

Goin control of longer creature as long as Control Magic remains on creature

Copy Artifact

Cuplicate any artifact in play. Iread as both on enchantment and an artifact.

Cural fighters

SC

U

MG

Mil righters attacks and as not blocked, look at top card of defeadar's library. re rigores assass and a net concrete, doct or up to the union of medium is makey.

You may be that cord on the bottom of the library. I //

Coral Reed

Put 4 polyp counters on Reef to See fine me in the 2 polyp.

Flore a -C - rounter on a true relation, in control Remains I polyp.

Counterspell

If I Committee the control relation is the control remains a polyp.

[RATIN A shift of the control remains a polyp.] Counterspe! Counterspell

Coston coper spell as it is being cost

Creature Band

If C

Lu,R

If Lugar rechuse goes to the provisional do damage equality is to unless to recolore significant as the provisional designificant and designificant times. Re of Many

Put a recent seath re in pay and head it as a direct at least larger and head it as a direct at larger and head it as a direct at larger and head it as a direct and head may be ossitive at Pay direct and purposes of head and Oceder Oceder Borring Apprentice SC R South State Country to the South State Country to the South State 116 R ... 168

Deep Spower

Transple Table top 2 ands from your library and put them in your gloveyard

our appress or desire. Spower Spower and, not be target of spells or

attach—and enter in the Spower if it was enterpeed. Does not untop as

normal during your next untop. 6 / 6.

Bit C

Diese Worter

Diese while the description of the own transfer your control produce ■ units and own transfer your control produce ■ units a Deflection in a page 1 per 1 p Devoluting troop
Istandwalk 1/2.
Demotischang Roturns
Earth player shuffles his hond and graveyard into his library. You remove tha
top 10 roads of your library, from game been player traws up to 7 coulds.

[NT] J *** 2.66* Counter target spall. Draw a cond. up) INS arm Locker Suck Land and guil both on either the top or the bottom of your library. Dunng your uplanes you may change target creature's color, Oreara Fighter St. C ••• 2 • M. Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out. 1/1 Oraces Holds
Instead of poying the costing cost for a seel of any color, its costal may change the costing cost for a seel of any color, its costal may change the form and seed for a cord that others or beest one color with that spell if the seel less is it its costing cost it is 0.

Description: creature's controller may pay an additional & during his or her upkeap to child that treature

Oreams of the Dead

Diff U •• •• 2: The Part of white or black creature from your grovelyard into play. That creature now has CU: The freedure boows play, remove it from game, when med Regeserates, 1/1. icity

The R

The R Elder Sparkn
Cannot be blocked by red creatures Socrifice an Island during upkeep or tury Elder Sparkn and lose 6 life. 6, 6.
Electric Eal Electric Eel

+ 2/+B and Eel dones 1 damage to you 1

Enchwatment Attention III/S 1)

Switch target exchanitment from a creature to another or from a land in another. The unchanitment's controller does not change.

Energy Flux

Energy Flux

AD, R. 4th, the unchange of must be destroyed. consider. The enchantment's controller does not change.

Energy Rux

ADR. 4th,5th

Cord milloct requires. On during upkeep or it must he destroyed.

G. 4th

Lor harged uniquesed creaturity you control. Add coloriess mana equal to larged treature's casting cost to your minus pool.

Beergy Vortex

EN

R

AG

ANG

At the beganning of your upkeep, remove all counters from Vortex, buring larged appointment of counters from Vortex, or be takes a grand total of 3 damage. AP IX counters on Vortex. Use this obility cody desirant your uniforms. o graced role of 3 demange. ** PUN A EVANORATION OF THE CONTROLL OF THE CONTRO to lum the may pay to reach damage he wishes to prevent.

Enta's Familiar T. C. R. A. C. C. C. R. A. C. C. R. A. C. C. R. A. C. C. R. A. C. C. C. R. A. C. C. R. C. R. C. C. R. C. C. R. C. R apad Shapeshifter SC P

As a real paper of a real paper of the state Ether Well

Par payes resource on top or cover a tibrery. If that ir colume is red, you may these to pay it on the bottom or owner's librar, instruction.

Partial off creatives to owners hands.

Passe Demise.

If the control of the payer of the payer of the control of the payer of the payer

lapped, draw a cord.

3 Med CR Rolling Cost Tind CI Rolling Cost Sets Found Sets Found Keel CR Rolling Cost Sets Found Home Description Berrichen Description 43 Reld of Dreams
The top , with in every lebrary must always as lace up
Fighting Drake

SC U

2

1 16 Phythobiast

A 5th

Counter a spell being cast as desting a cea personnent A at's red.

Reberg

Remove a cheary new transes into pis, 3. Fut a counter on rectary 0. Remove a counter in a star it to promise a counter on the pis in a star in a st Hydrobiasi TAIL Fishliver On H (** 1 ** AR FR Give larget creature islandwalk 2 000 Hosh 10 Pul a creatuse from your hand into play Pay the creature's casting cost restured by up to 2 11 you connot, bury the creature in Counter Islandanie Sociale on sland. Target land an opponent centels is on such as and of turn. 4/3

Laborath Miniotopy

Comme a sed by cobyrith Suppley for not untop as normal during their cancels cost variety phase 1/4

Land Equilibrium

If Provide the sed of Flosh Counter Counter larger interrupt or instant spell Flesh Flood . IS OF Costray larget red perminent or return larget mouston to awaér's hall High! Christianary Terrain (h. J. and the lands of a deferent lyse of the lands of a deferent lyse of the lands 1,J.R,4th,5th hit Tauget cresture now has flying. EN type of you have Musionary Wall (000 @ 8K.4th.5th Tup larget non-llying creation. Flooded Starreline

Return two ishads you control to owner's hand: Return larger trecture to owner shand

CC

1. VS Allosons of Grander (2 2 st - 70 te when 1 mass of Grander words into prox a reasonable of Grander boxes prox, as the second of Grander boxes prox, as the second of the rest of the second of the se Floodgate gains flying, buty at 11 at tesses play at deals to each ganksus, mandying readure 1 damage les each 2 as and you guee 0/5

Flux CoR C 2 Will Each player chooses and discouts any number of raids, then draws that Leap
Target readure gains flying until and at turn Diany a Land
Leapen's Alliane Legacy s Allare

During your unkneep, you may put a feature counter or legacy s Allare

So, and unkneep, you may put a feature counter or tought scalar with power no greates than the number of knowne counters on legacy's Allane, tought of the put of the number of knowne counters on legacy's Allane, tought of the number of knowne counters on legacy's Allane, tought of the number of knowne counters on legacy's Allane, tought of the number of knowne counters on legacy's Allane, tought of the number of knowne counters on legacy's Allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy is all number of knowne counters or legacy is allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy's Allane, to the number of knowne counters or legacy is all number of knowne counters -3 many cords. Draw a card Flying Men SC [eee] Legerdenean SOR L Parmaneally exchange control of target ordinat or cantrol of target permanent of the same type

OK 4th, Alti Fly 10 1, I SC WE Levialtum Socinice the Stores to store 10/10.

Likroy of Lot Mean Social aretion Target player draws here colds. INT 75 | 000 reflict
Courter larget prilipri, creatum, exchipationent, or lard chiefy requiring an activation count Abilities of that permanent connect be played again this turn. Draw a goet.

INS. 9, *** 2.** 1.** 1.** 1.** 1.** 16.5h Counter torget spell unless its caster spends • Gin 1 life whenever apposes to to stand to defend a play goan standwar, and +1/+1 2/2. TA. Force Yold Intuition PKS R **** 2 * Till Seasch voice library for any three codes and reveal them to larget opposent Section year awary rou any times court accurate ment in unique apparent to the crisis showers one. Put that could stay your hand and the rest sets your grammed: Shuffle your binney afterwoods.

Shuffle your binney afterwoods.

SH R •• SH
Creatures do not enter during than controllers softing phases. Whoenever any sections comes into play, untips of uniting the unit of the uniting the united the uniting the united the un . J.R.4th,5th LJ.R.4th.5th hange the taxt of a card being played or in play by switching one basis Second your library for any three conds and remove them from the game.

Draw a card of the beginning of the next hum's upkeep.

get

Target allower electronic seconds. Lond type with another

Magus of the Uniseen

J. St. London one of opposed intensive and give vested at a unit end of the unit Target creature may only be blocked by was finvoke Preguitte Target creasure may easy bit into cast by into its

Representation

Representation on a city out into a color different from one city out

Localization appearant's summon spell of a color different from one city out Forget
Target player discords two cords and then draws two cords,

SU

SU

To get player discords two cords and then draws two cords, 5h 5m Artifact returns to its owner topped at end of lumi Hohomoti Djina Flyng 5/6. creatures unless he pays on extra 20, where X is the cost of the social Flying 5/6.

Mean-of-West

When Neurof-Wor comes into play, return tegel account to general sheed. 2/2

When Neurof-Wor comes into play, return tegel account to general sheed. 2/2 Gaseaus Form Torret creat Consolus Form
Larget creature neithes deals nor receives domage in combat.

Chast Ship SC U •••• II •••• III ••• III •• III ••• III •• Under Ship

St. U

Sharp Albatross

St. I

Sharp Albatross

Sharp Mono Chaires
Enricotated emoture gains "Custoulative upkeep of "
Mana Broin

JAT J Good Town and Mana Broin Counter larget eyelf. At the beginning of your next main pitase, and to your mera pool cefalless mann equal to carring cost at spell.

If the second is second in the seco Mong Legit Mena Leak
Counter target spell unless its costus pays on additional 35
Mana Severance
Search your ubinary for any number of land cords and remove them from the
game Shuffle you library afterwords
Mana Shuffle You library afterwords
Mana Shuffle na Short
No Will oppoment's mana pool is emptled
Capponent is not domogad by unspent mana
Nortex
Nortex Coponent is not comegou or prospers and the following the 14.5th Moribon

**Acres Does not united as normal.

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**Acres Does not united as normal.

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**Acres Does not united as normal.

**Acres Does normal.

**Acres Do Mark of the Mirat: MS J ••• Mark of the Mirat of the Mira Put X doubles on trapel creature blocked by a wnil, where X is the power of the creature. Creature does not uniting as narmal while it has any counties on it. Remove a constitute does not uniting as narmal while it has any counties on it. Remove a constitute during its controllar's upkeep.

Rakim, Accessedure:

S. R. ***

Put trapel creature enchantment from your growsyout on hakim. Uso only downey your upkeep and only if there are no enchantments on florium. **

A. Remove and track unless defending player control only islands. **

S.M. **

Sends cannot affect unless defending player control only islands. **

S.M. * And put a set years and the formage to target creature or player. 3/9.

Models

Torget spell, which target or single creature, targets confiner treature of your choice instead. The new target must be legal.

Meditarie

**The spell of the provided Stop your next turn: Orany four cords Mernory Lopse
Counter torget spell. Put that spell on top of its owner's libsary
Merchant Scroll
Sook hoot library for a biley enstant or interrupt and odd it to your hand.
Merchant Seisp
SCR
Merchant Se 8.0 Flying, & . Tessar creature gains flying until e rd of tom. 2/2. One or the top combolicity the wider of abelian wreak havar anyou op one tourents es al eller protestivour FE divisine fauchties, weekes Merfalk Roiders
Prisong, slandwolk 2/3
Merfolk Seer

1 © Draw a card. Use this obblig only when livefalk Seer is put into the only one play and only once. 2/2

Wherfolk Traders
When Marfolk Traders commission to play, draw a card, then chaose and discord a card. 1/2.

Marson a card. 1/2. Top or untop harget orbitos, creature or lead, Contra-Turne Target creation has thong until end of turn, SOR R ••• UR 4m Assessed in case. Type Advances of the Assessed Puri 3 net counters on Messerme when it is cost. Target creature does not entirely as normal if any counters remain. Creature's controller may pay castling cost of target creature to remove a counter. kinstagase
Caster and singlet player each cleases their highest-cast reprost creature and
exchange control of them, then do the same for arthoris. S H 5th Herkyl's Recel Recall MS 8 ••• d: • AQ.! In all artifacts in glay controlled by target player to owner's har AQ. R. 4th. 5th Banned in Type 1 5 andy ART Armie Restricted Benned in Extended only Rossed

IA

your library,

I Worker

Give X Torget coolbrate sclopdwalk until and of fun

adrel Masts

EN R

→ → → →

ECC creative gains' "During your apknep, pay → or bury this creative"

conjustrial Passes

C J

→ → →

LUR, R4th, Sth

Flying, 3/3 Phontom Worrios

that likery or put the course back on top in any order. Constant

Power Artifloci

Reduce the activation cost of a larget effect by 2 to a minimum of 1

Power cask

EE

Reduce the activation cost of a larget effect by 2 to a minimum of 1

Company of the course of the constant of the co

Parer ceak

EE (• 1 • J.R.41)

Enchantment's controller must pay @ during wakeep or Power Lock does 1 damage to him for each unpoid more.

Kind CP Rating Last Sets Found Kind CE Battog Cost Sets Found Nome Description Descration

Change from kinds and more poor than the form of the percentage of the first poor of the percentage of the first poor of the percentage of Each hair, each arechare cannot artick unless as controller pary on additional 2 for find treative.

Prosper of Each player draws % cods.

Proceed player for the player for code of this color code of the code o

.5 内面像 Reduced damage from a spacery to its auster de INS (= ÐK Riphde Top all blue dealures. River Marfallt ΪE Rootwarer Hamter St. L. C. S. Rootwarer Hamter deals 1 downed to begge resulting or player 1/1
Raotware Metricarch St. R. Rootware Metricarch St. R. Rootware St. R. Rootwarer St. R Sondhar Condition

Sondhar Condition

Soponae Chours

Chuose one—Target player draws a cord of the hegitaring of the next furn's upkeep, or target resolver an appointment restricts phases out; or target stead-tare galant flying until and of turn.

Son King's Blessing

INS.

Lange color of only combas of target creatures to be until and of turn.

Auostes connect attack unless defineding player controls any islands, 6/6,

Sea Server





Well of Knowledge and Winter Orb: The Well of Knowledge is a great source of cords. The problem is, the Weil never dires up for you at your opponent. To keep your fee in check, ice things up with o will tell Orb. A few elves and other mana-collers working overhine should let you keep the knowledge flowing

Union torget creature costrolled by apparent and take control of it until end of turn. Creature is unaffected by summoring sociates.

1. LA Ray of Ecourse 155 f a graveyoid Central Target player parts the loop lood of his bitary in his graveyoid Central Reality Reports 155 C 16 16 16 Reality in the Instead of the roomal mans plane. Other problem of the stands problem of the roomal mans plane. Other problem of the roomal mans plane. Other of the stands problem of the stands probl Rebound Target spell, which targets only a single player, teagets another play of your choice instead. scale x create.

SDR 10 + one - 2: 2: 4 - 10,01
Sudduc X cods in hand so along - crost from your graneward allo voc.
Fund, then remove Broat from game.

sinskiption - SDR 10 + one

SDR Reconstruction SOR (Snee And Andrew South Ford Reef Parties S (See Andrew South So Shumon aid acquess the titul Research Return tonget instruct, interrupt or sourcery from young overcist to your hand. Return tonget instruct, interrupt or sourcery from young overcist to your hand. If you on one of your opponent's artifacts. When tonget intifact is topped, you may do 1 downge or give 1 life to may player.

Remove Social (6, CR, 5th Carrier Social Control of the CR, 5th CR, 5t norre Souti Swinnon spell.

of things off your loads. May only be played daing opponent's luce.

eta, Wizard Savant S. R. S. B. B.

© Do 2 danage to any target. Reneka does not untop next lurn. B/1

Seo Serpedi Islandhome, 5/5, 5C II ee Seo Seiti 1/+0 unbl end of trum, 2/3, SC II ee LU,R,4th,5th Sea Serpent 14.5th 400 See Suring

Regenerate. Use this ability only during a turn in which Sea Teal was blocked by or in which Sea Teal thousand by or in which Sea Teal that the sea Teal was seen that the sea Teal Searranger — FE,5th Standhorme, — FE,5th Standhorme begrenon Levisition

Standwolf 3/3

Serendib Djinn

Fing Sociative one of your lands during uplices. Toke 3 damage if the
destroyed land is an island, 5/6

Sørendib Efree! TAL Shadenr Kift Shadow Riff

Target creature gains shadow until east of turn, Draw a card.

Shaper Guiddrage

St. WG

Target creature gais first strike

Target creature gais first strike

NG

Shorener Frinchise Consider SC Conference of the State of the Stat To evener's hand 1/1.

St. 2.

During your apkeep, you may change the color of Shiph to any color or combination of colors. 4/2.

Sthellant Spirit.

St. R. **

The stress confer the change player may draw a card. 5/6

Sth. Daws these confer these change player may draw a card. 5/6

Sth. Daws these confer these changes and discord a cord. Draw three coods, then choose and discord a cood. present oil domage done with end of twin to target criciture by spells or effects largening it.

Silver Erne S[J •• 13 Flying, transpie 2/2 Figure Withouth 2/2
Silver Withouth SC R *** 3 6 5 5 5 5 6 7 7 7 8 7 7 7 8 7 7 7 8 7 7 7 8 7 7 8 7 7 8 7 7 8 7 7 8 7 7 8 7 7 8 7 7 8 7 7 8 7 7 8 7 7 8 7 7 8 7 7 8 © Orom a cord. If his not a fand, discord in 1.1

on July

My of according to 1.2 Siren s (tal) INS J •• 6
All of egparent's creatures that can affock must do so, or die at end of Skyukining Lando SK L • 1 Sky Jistind Cardo SC L • 14

Flying - us cannot play Skyshidad Cardot unless you have successfully cast unaffer spet this turn 2/2

Sterait of hand IkT J •••• LL, 2 4m, is 5th Special specials from 272
Special States at Nano INT J *** L.U.R.449,
Change the rext of a cord being played or in play by switching one colo word with another. EC (00 4 6 Snow Bevil Show Devil Langer representations of the process of Shart december with present on the control of the c draw a card. 2/2. freely a cord. 2/2.

Splidery Bactures:

Add at the many pool. Use only for artifact activation costs: 1/1

Soldery Sage

Scriffice two lands to grow 3 cords. Siscond one of these costs. 1/1 Social service have almost so cross 3 cours. Section onto hit mess cours.

If you all service the service of th Soul Barrier EN 99 20 Gorn certical or target artifact System to continue the creatures pain at 1/4 Pay and during upkeep or distroy Cay 1/4 Frewards or 2/4 Pay and during upkeep or distroy Cay 1/4 Frewards or 2/4 Pay 1/4 during upkeep or distroy Cay 1/4 Frewards of the 1/4 Pay 1/4 during upkeep or distroy Cay 1/4 Pay 1/4 P Physing, frample At the beginning of your upliceup, all lands you control phase out 7/7 FF 0.0 MG Pla, program unifor, or creature. Exchanted personnent grans phasing in the SC C 2.5 16, CH 3 Target creature may not be blocked this turn.

Thankos Decrive: Some control of larget creature permonently. Use this shifty only if Deceiver is attacting and unblocked. If I make the permonently is a state of the control of larget creature permonently. Use this shifty only if Deceiver is attacting and unblocked. If I make the permonent of the control of the contr

Kind CR Roting Cost

Description

Tholoxos Sentry 7 TA E feet and replace the feet and of your flower from the feet and replace the feet and of your flower flowe MG A rem. and the man of the form of the district of Remove the reproductive very trending part to present the district regular to Though were the colds of a cord sering project or escord, in page to yet.

If you have the colds of a cord sering project or escord, in page to bloe.

The sering these cords are not sering and sering or the cold sering the cords of the cor All of the reads of the tracking and register of less of the register of the second of nre (Y • 2 • fl og upkeep Ween color of the og upkeep Ween color of the og upkeep Ween color of When



An unidely condidate for a faul-star spot impulse is a great wor of silting through raw deck imaking sure you anways have the specific need it's especially useful in permission decks, where you ide, by went to him elip counterspe in hone at oil times. For any two mone and no drowbacks, impulse is a verify towister

Index Surge

To three to get resture. When Pang

Index Mar

Shapes land is an elared certil and of num. 1/1

Index Wave taken also stay. They this taken as a 5/5 blue creature that

Counts as a Well Bury file better at end of any turn.

Taken and file.

I writters placed on time in a construction that they are taken as a file.

I writters placed on time in a construction to the place and they are they are taken as a file.

If they are taken as a file of the stay of the taken as a file of the stay of the s Take membra the immediately effecting and a second and a UB Time data

To at 5 out 1500, on exhibit the in-TA 00000 3 B LL Pil naturals none, in a to the wheel hery and creates p. etg 0; copper % . 8 ... Chang year upkeep, gut the top seven coals of your blivary wite your graveyard. 7/7

Tradewind Rider SC R •••• • • • Flying, • , loss two creatures you control. Return larged permanent to owner 5 land 1/4.

Transmate Artiflact

Sond U •• • • Indice or critical to choose on artifact from your bloody and put it into play. You must pay the difference of the new artifact costs more.

Twickle or critical to the list C •• • t.l.4.th,5 to be a transfer or the list of the list o case untop target artifact creature or land. Draw a conduction. LG Underlow Centures with islandwark may be blacked. Undo

Set in two terget creatives to owners is band.

Considere Abrietion

EC (Abrietion Abrietion EC (Abrietion Abrietion EC (Abrietion Abrietion EC (Abrietion Abrietion EC (Abrietion Abriet AN. R. 4th, 5th .,J,R,4th,5th Springs consists flying until and of turn. Contrib. 14,51h γŞ State Viscand Dions

Viscand Dions

St. United a cestive and Swamp to see, target non-critical creature of Space covered Swamp to buy target greature.

Wiscan Chaire

RNS

Swamp and the host four cords from Vision Chara:

Vision Chara:

Cases and — Torget ortifort phoses out or put the top four cords from target proyer's library most its or her groveyard; or all lands of one type are fairs. Turds of your charae until end of turn.

Vadalton Blussonist

Will

Vadalton Blussonist

Vadalt WI. 33 Vadanam Krughts

Sternchame. Triss shillon. In Plyang antill and of time 2/2

Vadakian Mage

Counter a larger spall unless corster pays an additional 2 /1

Vadakian War Muchame St. R. In Inc. 1970 Wall of Air

Well of Kelp

Well of Kelp

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**Yall of Water

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**Water Remental

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Destroller

fin , with the top roution upon allow is governant us a renture used, put that not on the sep or fleet power is about 1.2 2 G. G. Finger raye randountly discords a and Play a Silvery 3, 5

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g u i d e

Kind CR Rating Cost Sats Found Home

Word of Undoing
Relum target creature to its owner's hand. Any white enchantments you awn on that creature go to your hand.
Wrath of Marit Lage
Tap all red creatures, Red greatures do not unitup as normal.
Zephyr Fakon - IA 核

Zephy/ Falcon
Flying Does not top to attack. 1/1
Zuran Enchanter

SC C 16.4h.5h 0.0

gar Mathematic

St. B

St. B

Catalherant of Catalherant dan or damage during combar 2 2

catal Saluboth

Finang, All your creatures gain +0/+2 when windopped: \$

-00/+1 unit

end of turn. Pay St. St. B

taking upkeep or bury Aucader 2 /7

my Ants

YS

Active Ansis

Soutifice o land: Destroy target land. 1/1
femind. Hely Avenger

SL R

Flying. At the end of each turn, pur u +1/+ counter on Asmira for each

SI 8000 Connot be torget of enchantments. Does not top to attack 6/5 tisk District.

SH

Hanti Papintin

Sirvers connot be the lorger of spells or oblines. 2/2,

or consus the number of vacts you control. */*

Don't Blood of the Wood BY Company of the Wood BY Compa xrifice a focesi to gain 3 life.

Scriffice of forest to gain 3 life.

Its set to the player of the player demands aged treature that player controls.

First have deals to the player demands aged to do power. The creature decises and takes no demands in rember this term.

Solve the player of the player demands aged to do power. The creature decises and takes no demands in the player of the player and all the player and all the player of the player and all the player of the player

At end of target opponent's twin, put in +1/+1 counter on Discordant Spell for each 1 damage death to you this turn. At the end of your hum, remove all these counters from Discordant Spind, 2/2.

The post of the proper plant opponent spelling to the end of your hum, remove all the post of the plant of the end of your hum, remove all the post of the plant of the end of the

Pey St chang upteep or bury Earthers. When a creature is out into the graveyord from play, that creature's controller must secrifice a land.

Untap any rumber of target anothers. Those creatures neither deal nor receive damage in combat this turn
Energy Bolt

Do X damage its torget player or target player gains X life.

Jose Visitax

Its U •

Do X de Y AG

Buty target cleanure, Geodore's controller may counter assence Visitex by paying the equal to the control's temphress sequences. the aundomier on municipality of and 1,7

The green creature states of the control of the con Pay 3 life to destroy a land and a creature

During your upkeep, Gobbes Angelline gains wither flying, birst strike, transpla,

Housing Apparite thusburg Appearation SL 3 Page 19 Page Colling people that House of the read of t Fach Silver goins "Pay 2 life: Return this creative to award's hand " 2/2. 344* Para Jr. 1, 5/4 SOK F ---3 -under you, control 344 SL b + **企业会**在 Jode Ojmen Jarrord of the Cland Fot SL U ... 389* As long as Johan doesn't attack or itn't topped, your creatures may attack without topping. 5/4, SC U ... 445 Regenerate: 1: Regenerate 2/1

Regenerate: SOR U

Destroy rarget creative with costing cost equal to X. Koervek's Purge deals for creative's controlles damage equal to the treature's power.

Learner the Love Wall

Regenerate Love Wall

Regene LG, CH Freyent up to 2 domage to largel creature. 2, ... All computes blocking or blocked by Keldown Frostheast are destroyed or end of combat. 2/4. SL § 000 Do 3 domoge to larged attracking or blocking creature. 3/6
Large Changels

A Target creature deals no domoge this turn during column of the attraction of the attraction.

St. 1 during combot, 1/2. 9 1 00 5.90

Defin Yealt Look at the top five cords of your library As many thries as you chaose, you may pay one ide to put insee conds on the bottom and look at the top five Shuffle all but the top five cords or the bottom and look at the top five Shuffle all but the top five cords or your library, put those five on top of your

shirtary in only order.

St. R. R. Rest strike, legendary landwork. 4/4,

sincery SOR

Look at larger player's known and choose any of his count of the chosen card and remove them from the game.

Magnas

St. R. Rest strike. Creatives with picture or largestration, he doctored with a strike order content on the game.

Magnas

St. R. Rest strike. Creatives with picture or largestration may be elocked. 4/3.

of Tressenharm

When fair cones into play pay 2 life and sortifice live creatives; and and play. Inc. Rependente 10/4.

All Rest strike.

Report of the content of the tibrary in any order.

Swampwalk, 1/1

Swanpwalk. 1/1

See a Se





Crystalline Sliver and s versaems live a norbe or which they a contrapped th, in the methodists in a · we she in contribution the the (n, ty, is size intect em from it, if chout everything eso. The two together the site to make your populappanent

About white SC J • 1 • 0 A Deal I domage to larger Hyang creature 3/2.

ematric Aurmac K R

Put a counter on Aurmac when it comes unto play and choose a color. All adamage done to ucerture by that color is reduced to 0. • Put a counter on Aurmac and change color is produced a gainst X equals the number of counters.

Amor and change color is produced. S Put a counter on Aurmac and change color is produced. S Put a counter on Aurmac and change color is produced. S Put a counter on Aurmac and change color is produced. S Put a counter on Aurmac and change color is produced. Chi amauni St. R. 2000 4 to E.G. CR. Flyerp, rampage: 2. Pay 400 to during uptage or bury Chromium. 7/7 Chrole of Despair

a, Socifice a creature. Prevent of damage to pay creature or player from

Ut : Gient Trop Dace Spader SC If new disease the property of the party of the part All mountains become plans. Pay the during upkeen or bury Glotiers.

Gesta Dirk.
First state. Continues with standards may be blocked. 4/4

Grinn Feest.

Tako T damage during upkeen. When a creative is put into opscional's graveyard from play, gain life exact to that creature's toughness

DIEY DIE SOUTCE

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Description

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MG

1G TAL

ML

-91

AQ

LG

Flying, frample Pay Company Steep or but. Polistockers, 7/7
Polistockers, 7/7

Will Give Prop. Malilia Plants, framps: Pay Secretary speech of the Collaborators. 177

Sec. March Serve Rave. Maliki. -1, +0 until end of turn. 5 3.

Ples office. SC Results and Serve Serve School.

Flying. Opposent gons 2 fe. Results Phase pages to swise is book.

Opposent may draw a cald. Frampie: Part. green Hippo taken into play calds opposent is control. 4, 4.

Plystexia. School. 8 AMG

Physical SUR Surpey of target Poy 3 me per target Deshar any number of target St. L. 3 3.7.00 Adri to your mana ocal 5, 4

Primo in A gain protection from a single color white end of the turn.

A centures gain protection from a single color white end of the turn.

Whenever a treature is put into you, gravevard from play put in fore up MG ender Purgoton, Duning iyoot upkeep, you inay poy -1 and 2 life to put any environment Purgotory into play.

Cord under Purgatory into play

So R

Wygniv, Hippo attacks and is not housed you may chease to bare it does
no reintal damage disk tim. If you are lesterding you may chease to bare it does
team in add on equal amount of contess region are our mapping after

So J

As long of talget opponent costnow any back permanents, Rodami Essence
girs +1+2 2/3

Ran III.

LG

Rina tel.

Regenerate tringet seature 2/2
Renutrez Deffento
St. F
Renutrez Defento
St. R ... 2000 sent print 4/3. Desirar, a traget creative with an anthoniment or if

1 6 % Curego to Rusco Pa 7 counters or Resputos Sensor a venter to present Consequit to Response of the consequition of the part of the part of the consequition of the page of the began your turn unlooped (maximum 7 counters). 4/3.

The Resputor of the began your turn unlooped (maximum 7 counters). 4/3.

The respections to the respections to the respections. 16 during

All white creatures you can find you protection from shock. All black concluses you can frog gain protection from white.

Add to grow many pool. 5/7

Business.

Angelian of Rach Bostlack stanks and head of the shock of the sho

Add to your mann pool. 5/7

Re a Bastista.

Whatever Rock Boxlesk Basks a, is blocked by a non-woll creature, destroy that creature at end of combat. 4/5.

Bustista.

Whatever Rock Boxlesk Basks a, is blocked by a non-woll creature, destroy that creature at end of combat. 4/5.

Bustista Boxlesk of their keep gain +2/+2 hay to during unkness or Rampahin and Rebalds top and come under target apparature control. 5/5.

Said and the seconds unhapped from may leave Rubinian sequer.

your control of bacomies unhapped from may leave Rubinian sequer.

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You control of bacomies unhapped from the Rubinian sequer.

You control of bacomies unhapped from the Rubinian sequer.

DK Look at the top X cards of apparent's library. Remove one from the genta and put the real back on top of that player's library in any addin.

Someonied Worm SC Land Worm of the company of the player's library in any addin.

Williamizer Segmented Wutim is the larget of a spea, a. chirky, put a 1/1 counter on it S'S

Sath Standard Standard Standard Poy 2 life Return Satesia to owner's hand, 3, 3.

hand, 3, 3.

Step t Manon

St. If the property white one

St. Shoular's Minion deats 2 demands to target white one threat white creature, 2/2.

Shire Queen counts as a Stream a. Put a Shiver token into play Treat this Since deals a damage to each resture target epoments for the start of ,G South in the to SE IG. (8)

F op, first strike 2/2 TAL 2989 LG. CH Swampwax Yeu gain life each hime a black special

摄

Specifice a creature: S. Combustion deals 3 damage to each creature.

Restricted

Banned

 Bonned in Type 1 5 only, Sonned in Extended only CR Current Ronty

Frying protection from blue 1

W Forhant World

THE Corapose

EL (+0/+2 Sociation Corapose to regenerate the creature of enchants.



When a snow-covered and is topped for mana, it gives one additional mana of the same type and doesn't united during its controller's next united phase. of the source space data above it turning unusual as continuous a stept Jilliap proper.

If damp a recenture and Reversitive top four units of your favour to all players if you, of those entire pre-the normal and, put them into your land.

Aftern 15 Jr., of these entire specified [7]. The Arien St. Torget player class a cord Fox earth 1 damage Zebra Unixon deals, gain 1 ide 2/7 GREEN : 00 Pirt o 17 counte na Abergalia 9 9 instance into pin, will lings -1 > 1 Dunters an it Daying your Astrong Legitecture on produce, it Grove has no counter on produce of Grove has no counters, let's it.

Astrong Legitecture of the counter of the counters of the counter o is Losting 'Ust 24 ML5th An Harvo fun 508 U ••• d.4 dee 2 4 4 Aper of Roth

Sees a Roth

Arberto

It is proper does. I list the one of the line and so has been a men and offsect that player until offse the next trun.

Actor Walkers

CU & When decke blobes comes into play, draw a cord. 4/S.

Argothian Passes

SC CORD Sees a cord. 4/S.

Argothian Passes Argorithum Pathis School by artifact trechtures, Demogra that Argorithum Pathis Italie from artifact scentures of the Argorithum Pathis Italie from artifact scentures is reduced to 0.2% argorithum Treefalk Aurochs

Grante, Scans + I / 40 for each other Auroch other control of lenests you control of the control of th Ar the beginning of each player's upkeep, which all creatures and lands
Avaid Fate: riget interrupt or desthantment forgetrop a permanent you conition Boldu unn Benrs Borbory Apes SC (C 1000 0.0 Barbed Foliage ÉRÉ Ü 00 088 When a creature affacks you, it loses flanking. When a creature without the on products you, Berbed Feliage death I domage to it.

**The Company of the Comp Borrist.

If Bonshi is but into groveyord from play, semone Bonshi from the gome, then shuffle all creature coast from your groveyord into votal library. 4/3.

Beyon Drogostly

Flying, secondwells: 1/1

Bessert

Double targer (seconds is power coal give it trompling adults. and a second to the coal form of the coal in the coal into the Becark

Double traget creature's power and give it trampling ability until end of him

Birds of Paraditie

Expression of Paradities

Exp Buit Europhania plan seturn has notests you control to d R region on Express of 4 e , poponent pro sila 'grid, you may hipasa a land coid fadin Repet the tign orthogonal been to other parents if that card is a southern to be the parents of that card is a southern to be the parents of the parents of

TH

guid Kind CR Roring Cost Sets Found Home SH R 000 4 學學 Frampia p Regenerate Corners of 5/4
Construction Flant
Country os a wolf. 4/5. 9.0 DK,4th 90 C ### 0.00 16,CH,5th Cat Warriors Forestwolk, 2/2. Channel SOR J Comment Add to provide a pool for each file point you southtree Changing Rhisto LUR4th Charging Rhino SC U Proceed that the Charging Rhino consort be elected by more than one creation, 4/4 Charge Chalging brane quarter to \$21 | \$\frac{1}{2} \text{ Choke | Stands do not union during their controllers' union phases.

Choking Viries | NS | \$\frac{1}{2} \text{ Choking Viries | Choking Virie 123 14 5HI Geans +2/+2 until and or num when uncase us to \$\Pi\$ AG Ad \(a + 1/+1\) counter whenever opposent costs un orifiert. I/I
Add \(a + 1/+1\) counter whenever opposent costs un orifiert. I/I
(Iny of Solitude EN Research only during late or five laum.
Each player may play spells and ballities only during late or five laum.
Cocket/five SC Research (L), 8 4th other typing language of the laum o

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of end of combot. 2/4.

Coroom

Put three counters on target creature you context and top it. Creature does not unkep normally while counters remain. Remove a counter during cultery When lost one is removed, revolute gats + 1/+1 and fixing.

Containant Cross ands. PW R LG. CR.

When lost one or remarks the Reconstruction Contaction Cross and Service of the University surface of the University Services and the Contact of the Contact Constant Masts
Buyback—Secrifice a lend, Creatures deal no constant damage this hore.
Creatin of Rhintos. Crash of Rhines Trample, 8/4.

Trample, tempoge: 2. 6/4.

Trample, tempoge: 2. 6/4.

Trample, tempoge: 2. 6/4.

Trample, tempoge: 2. 6/4. Crazed Arriaden SC R See JR,4th,
Armoden gets +3/+0 and gazes trample until end of term. At end of
turn, destroy Crazed Armodon. Use this ability only once each him. 3/3
Creeging Mold SOR U See Transfer transfer, land, or enchantment
Crosshow Armbash MS C See Transfer tran

Wherever day apparest plays o land, put 0 + 1/+1 counter on Warm. 3/4
Downskath metere my opposes pays o unit, pur 0 +1/2 + 1 (desired on thum end of it.)

♣ Target dealers loses flying und end of turn, Scraftice Downdroft

Do inhight decks 2 dames, a to cush end of turn, Scraftice Downdroft

gg of Mane. Dop of stone

(2. the exposized challen ding speech that at thinks is de tiu ed when these cirinu more restures. kwood Boars SC (• 4.2 6 with other -Early Harvest RIS R ... Target playes anteges of basic tends he at she control

Earthoraft EN R ••• 3 2.0 Cas on untapped creature you control: Untap target base ford

nd end at fun

Elder Brand

SC (1 --- 3 -- 3 -- 14,5th

Top or sating one target creckee, land, or arbifuct, 2/2.

Elephant Grass

EN U --- --- YS

L 8 Block conduces control ettack you Noveblack resources content attack your unjury their creativable nous. On the each structure content attack Elven Cache

Elven Fockess

L Gere torget blockes +0/+1 until and of the three Riders

SC U ... 1. ★ bere treget decides +0/+1 until end of 5.15.1

an Riders

SC U → 3.40.2

Connor be blocked accept by walls and flying creatures. 3/3

an Ride

Fut two 1/+1 counters, distributed any vivoy you choose, on any number

Put 2010 + 1/+ 1 conserver, 1 conserver, 1 conserver, 2/2. Even Warhounds:

Elven Warhounds:

If Workounds is blocked, put the blocker on log of awars's library. 2/2.

Bless of Deep Shadow

SC U

Add to to mans pool and lose 1 Win. 1/1

Brish Archers:

SC R

LUR, 4th,

Brish Archers:

LUR, 4th,

Prish Activers
First strike. 2/1. Missport: Albah listed power/teuphress as 1/2
Elvish Band
All oceanies able to black Bond seast do so. 7/4
Elvish former
Lives Lives
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Bellowing Fiend and Farrel's Montle: De Lend ng ta maran ang pagalan ang q - n re. triggi one constantions to have the time and stan, on the himstend STHILL DIC FE STUPPING god is opposed at this din and a hard and , it is to be the the tole, Fien in

Spikeep, put a *1/*1 counter on that creature

Cyrlanse
Add one token per upkeep. Pay the reach taken to do 1 dernage par
token to dil picyres and creatures. Destroy Cyclose of manno is not paid.

Reddiget 1 dernage from target write creature to thoughter. 2/4

Cendfall

Cendfall HI. Dendial Et U
Creatures with forestwalk may be blocked.
Deadly Insect
Cannot be the traget of spells at affects, 6/1 à. Decomposition EC II A Bendanted creature grins "CII I file." If endemoted creature is put into the graveyord, its controller loses 2 life. 26

∑(c eee 2.0 Elvish Ronger Elvish Scout

Jintop a horget ethacking creature you control. Creature mention
designed SC U and 2 M

If Erroth Sport Goode Sc your hand, you many remove at hom the game to and ned uploop. 4/5

Sore los SOR R •• D • 15

Both players many por a permanent from their band directly in play Players take from playing condit and needless wants to play any more permanents. If o spell bas on X in its costag ross, 7 s 0

Flying, All Foeries grain +0/+1 • All Foeries grain +1/+0 until the end of term 2/2

Follow Earth
Full brand foedless as a second s Put terget land on top of owner's library Give a creature +3/+0 and trample until and at turn. Lirectures on not controlled one amorpies in controlled in Montrolled in Controlled in Montrolled in Controlled in Montrolled in EA. For a tog Southice a femal; +2/+2 until and all turn. 1/2.
For bodden Lore Fil. R + 1/2 until and all turn. 1/2.
For bodden Lore Fil. R + 1/2 until and all turn.
Force of Notice South Country South M6 Forgetters care:

Upponent chooses a cord or your groveyard. You may pay to have apponent choose a different cord. Take the test cord chosen.

If sakire

Unnop attacking creature. Canoture neither deads not receives domage during contact this turn. Carding.

Frevalue Supplicant

SC U 1 1 remonents with what counters but not usucp institute, tensorye us with counters on those permutants.

Freg Tangue EC

When Freg Tangue comes into piny, draw a cord. Enchanted creature con block creatures with flying.

Fugitive Druid

SC R

The State Fungal Boom a transit Pungal Bernantral core into play into the pungal Bernantral core into play in the 2/2 counter on Pungal Bernantral Bernantral core into play into the pungal Bernantral Bernantral core into play into the pungal Bernantral Core into play L.U.R.4th,5th li. Ш Fyndhern Elder

And to your many pool. 1/1

Fyndhorn Elves

SC U

Fyndhorn Elves \$4.5th thom your liberry, shaffle your groveyard into your John your John

Sets Found

Gorillo deals damage equal to its power to any other larget creature.

Charakin agree 5.

Lamag controller's ontices, charakin 2/7

Bluthing controller's ontices, charakin agree switches to the control of the proyer with the most life. 2/2.

Glant Bladger

Bladger gets +2/+2 with end of lean if assigned as a blacker. 2/2.

Grant Caterpillor:

Samitica Grant Caterpillor: Put to Butterfly loken rate play at end of term freat this token as a 1/1 green charbon with fiying. 3/3.

Notice Chasen

Play or one of your treature. O J that prepare use party fathing your treature or grant or service or small a permanent. See any if enrhanted creature is white and only arise each turn.

Notice kins

E. I we I will be the only if Enrhanted creature or small or one or turn.

Remove top card in your groweyard from the game. Enrhanted creature gets — 1 unit and of turn.

Notice are \$0.00.

Search your beloay for one forest and but it into play.

Notice kessurgence \$0.00.

Notice kessurgence \$0.00.

Notice kessurgence \$0.00.

Notice have a search your beloay for one forest one put it into play.

Notice have a search your beloay for one forest one put it into play.

In her circher graveyard

Mature Revoi

A code see 2/2 creatures.

But R

Moture's Wrath

Duing you opkeep pay the bury Wightie's Vriath Whitevere is player paths a swon. In those permanent into pay, the sarrible in womin or thick permanent who pay the sarrible in womin or thick permanent. The past on statud or a blue permanent into pay the circher's on spand or a blue permanent into pay the circher's one wond or a blue permanent into pay.

Medial rooth Disno.

St. 1000

Medial rooth Disno.

St. 1000

Middl Salvain

Resemented target resource 2/2

FE

Night Soil

1 Toke two cleatives in any starker and identified them from the game to put o September them, or 1, I green reactive into play.

Nurtourng used

2 Auditoses this court, and becomes to recove enabgatment that

Ponthe Worton, 6/3.

Pinches Beetles connot be the traget of spets or children.

Process Beetles connot be the traget of spets or children.

Pruse Ouern

Charles Beetles connot be the traget of spets or children.

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Charles Beetles connot be the traget of spets or children.

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Charles Beetles connot be the traget of spets or children.

Pruse Ouern

Charles Beetles connot be the traget of spets or children.

Marsh Viper

Opposent takes 2 poison counters when damaged by Viper. 1/2

Marster of the strust

SC R → 2 ← UC

2 ← Put a Walves of the Hum taken, a 1, green creature that may bond with other Walves of the Hum rakey 7/2

Metamorphosis

AR, CR Metomorphous

Soft C

put them back in any order

Althougher Pock is put into any graveval from pky during cambot, put four

Mount of Nears into play. Treat these takens as 171 green creatures, 471.

Most of Wound

The demangle is dealt to anchanted creature destroy.

Moss Manister

18.

Notice - Resurgence SDP R Page 2 4 William Superior Code equal to the number of realize codes in him or her groveyand to Page 2 4 Million Superior Codes Cod

Regenerate larger resolute 2/7

1 love two a patient

Nursuring cated

Auditiones this observance of the common or require enabled mental direct recks. Registerate continuated enabling misers of a earlier flavor flat direct renges received from the continuation of the continuatio

Pele Beors (slumberalk, 2/2

People of he Woods Realize SC ...

Powerlaech
Gran life each time an opponent's articl' be extes topped, or each time
the "hustion cost of on opponent's artifacts is put?

Quality of the second of the seco

Products Cypness on on opponents a paracts is paid.

Professed Cypness

The Control of the Cypness of the Cypne

Primar Older

Els 8 ---- 2 1 1 1.5lt

Ding payer's upkesa, Primar Older deals 1 domage to that prayer for each
non-hour and he controls.

Primar Roge 5th

Primar Rage EN U :
All creditures you control gain trampte

Grant Growth
Target creative gets +3/-3 and end of turn
Grant Mantis LURATHUASH E Giost Wents con block deplaces with Bying, 2-4 J.R.4th.5th 3. Grant Specier can block reactives with thying, 2, 4
Grant Turcle

St. 5
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St. 6
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St. 6
Grant Turcle

St. 6
Grant Turcle

St. 7
Grant Turcle Chibbering Myanas S. (2 2 M Ghibering Myanas S. (2 2 M Ghibering Myanas Cannot block black creatures 3/2 Giff of the Woods It enchanted reature bincks or is blacked by any creatures, it gets +0/+3 lle Chreitern

1 ♣ Regenerate 3/3

5€ (• Gorillo Pask Forestheine 3/3 0.0 II. Fronger Guidimage SC Good George Goldmage does 1 domage to get 1/ Grazily Bears SC Good Guidinage to get 1/ Guidin L J.R 4m.5m 1NS J •• 1 •• First of Gensione EW R •••• IPT

During each player s upkeep, that player chooses a color Unit end of furn, each mane-producing land only prolitices mand at the classes care.

Ratrow IS J •• 2 •• 15.

Ratrow Insulators and put Parrow MS J • 2 • 18

Socials a dead Search year intrary to up to two book land code and put them into play Shuffle you observe alterwards

When this very Warm comes and play setum any book land cond toom your graze and ray your fluent to bury flarest Warm 3/2.

Meantward Bryad St C • 1 • 16

Meantward Bryad St C • 1 • 16 Beathward Bryad

SC

Heathward Bryad

SC

Restarod Bryad con block , realwas with shodow 2/1

SC

Restarod Bryad con block , realwas with shodow 2/1 1.0 Henthwood Claimt SC R → 3 → 4 Switcher o forest Guant deals 2 danage to rarge player 4/4 Heartwood Teetolk SC J → 2 → 4 Enraytwalk 3/4 R ... 24444 An groen creatures goin forestwalk
Horner Cobia

C PKQ 2/1 Sliver 50 J •••
Sirvers gove hample 2/7 EM. Horizon gon incope 2// E. R. e. The Springs of Day load Horizonage enchants to prevent damage. Horizon, whist Sci. C. e.e. 2 ***

Lossy year upkeep, pay *** or bury Hungry whist 6/2 Nurricane. agé to any target Mst 6/2. Herricane
Do X domage to all players and flying treatmes.
Les Staten Destroy erry one land. Meeman Poreit SC L • 1. ◆ 1. III Do 4 Jamegy to any player Joshing on Instant, except for the first one cost by that player that form 1/1 SC X • • ■ 2 ◆ ◆ All Fines All SC Bill Eine 5€ 8 •••• 2 ★ Properties of the prope Instill Energy

Tournity enter the extra lime during your tern, target may enter the extra lime during your tern, target may enter the extra lime during your tern, target may enter the extra lime during your tern, target may enter the extra lime during your tern, target may enter the extra lime terms and the extra lime terms are the extra lime terms. exhau it arms into play transport Treefalk SC (> ... LJ.R.4th.5th 14.5th Longle Aurmi SC (••• 3 ***

Jungle Aurmi SC (••• 3 ***

Jungle Warm gets /1 far ench earling acoloure banking at 5/5

Jungle Warm gets /1 far ench earling acoloure banking at 5/5

Jungle Drawd SC (••• 2 **

Jungle Drawd SC (••• 2 **

Jungle Beacket SC (••• 2 **

Jungle Beacket SC (••• 3 **

Jungle Warmo Meacket SC (•• 3 **

Jungle Warmo Meacket SC (•• 3 **

Jungle Warmo Meacket S Protection from blue, 2/ E EN about, kinds.

EN K

**Ending, the advertises with Bying connot attack. block, or use any ability that includes \$\Phi\$ in the advertisen cost

S.E. R

Ending

Ending Kilyso St. R St. R Alignen (realizes you control get +1/+) 2/3
Kilher Bees SC. L St. R St. .G,4th,5th

Kind Of Rating Cost

Basmotor

Sets Found Home

First strike 2/2

Yes it's banned But without on X damage spell like Frebal Channel doesn't loom quite as huge. When lating a card, we consider its power on its own. I if needs another cord to work well, it will have a horder time getting a higher ranng. That said Channe is still a potent cord on its onesome. Being able to him two green mono and your life into mono is an ability with many applications

Ged (8 Rotting Cost

Kyscu Orake

Figure 10, -1 usn' end of run. Max 4 Scarifice Kyscu and Spring

Deser Search your become not visit here. Drugen and put the play 2. 7

Land creates

S. U •• •• •• •• •• VS

Land creates

S. U •• •• •• •• VS

Land creates

S. U •• •• •• •• VS

Land creates

Unrigory a sinus or year.

Library of the total number of usertives and gravejords. "/"+1

Unenthrops

Signature of the properties of the second of the seco

Utilities the color of one card in party to green
Living Artifact

Full one country on target on the each are you use During your upkeep,
you are finde one and any one country for live

Leans unds

Leans unds

Leaping uza at SC (4.44 to 1.45 to 1.

◆ € Counter a block spell as at is being cast

trans ands transfer of the tra

Sets Found

1, U, R, 4th, 5th

Nonne Description

20 Upnowal Bebenosh

Top a estate you consist +1/-1 unit and of ten 4
banowal Draid

State Jenower Bud Tunte of trons 1/2

Hanowar Bees

State Jenower Bud Tunte of trons 1/2

Hanowar Bees tewand Basikk demoges any creature destroy that creature at end of combat , 3 As treatines that can book larger treatine must do so of grey to the second of the sec As creatives market market was a second of Prey Pile on a fee of prey opposed as a summon spell must in Puri a green sum card from your nord oto stay as though a water say payed further.

Cannot be target of spells unless it attacked on blonded this farm, 2/3.

Moddening Wind

The summarket markets it materials is uskeep, Wooddening Wind designed with the summarket markets is unless is uskeep, Wooddening Wind Moddening Wind K U •• 2 • Waddening Wind does 7 demage to that player

Mammath Ha rises.

Et R • 3 • HI.

Upper act a loses flying (recruses os signed to bus or who are blocked by flammath Homess get his take and the end of the signed to be signed to bus or who are blocked by flammath Homess get his take and the end of the signed to be signe

is equal to the number of cords in year hand

Restricter

Bonned in Type 1 5 only Bonned in Enteraded only

Ring Chearbh

Tou, now play King Cheerbh whenever vou can play on instant 3/2

Kresklin

Comes into play with X +1/+1 counters on it 1 to Repeated 0/0

Kudzu

When ranger land is tapped, it is doshayed The player who asst asst b land

must place it an only other land in play

LG

nlavers guide

Kome Description	Klad	€R	Rating	Cost	sets found
Provoke	BIS.	Ĉ	00	0.0	ZH

Provoke	BVS.	(00	##	ZH
Unitop target creature you able Draw a conf.	do not o	confu	ol, That	creature blacks t	his Turn if
Pygmy Allosourus	50	R	000	9 2	Đ.
Swampwolk, 2/2.		,			
Pyhoije	SC _3	ا ا	ee Data i	CO CONTRACTOR OF THE PARTY OF T	л
Draw o coud at stort of the Outries Oraid	1 14111 (B) C/		Airting c	coeses into pary.	VS.
e, a Target fond becor					
still counts as a land. 1/2	Ter	,		@ (b)	MS
Quirion Sives When you play Quision Ele	as chn	nco n	urolor		
stern Colat to Aont tudua ba	ol 🐠	Add	e to g	rour mone pool. 1	/1.

Statistical Medical St. C. 1.1
Return a lorest you control to owner's hand: Jutap target creature. Use this
ability only area each turn, 1/1
Robid Wombert SC U +++ 2 ++ GCH 5th
+2/+2 for each enchantment on it. Doesn't top when strocking. O't
Rodgen Spirit SC L *** 3 * 16 4th,5th
◆ Target creature loses thring ability until turn ends. 3/2
Ramport Grants SOR C Ib - MG TM
Society your library for a basic land card and put it into play, tagged.
Reality Anchor NS (** III ** III

Scorch your library for a basic land card and put it into play, tapped.	
Reality Anchor NS (•• ® •	1,0
Target coasture lates shadow until and of turn. Draw a cord.	
Reon INS II ooo II -	TAN
Roturn any number al larget cords from your graveyard to your hand, cannot cloose ripre cards than the number of black permanents large	You to
opponent controls. Resirris SOR R •• • Resirris	16,4th

opponent controls.					
• Rebirth	SOR	E 00	0.00		m
Each player may be he	aled to 2	Olike Any	player so thee	sing antes on	
exhibitional and from to	a of hir li				
Rocycle	14	8 000			N
Slop your draw phose	Wheneve	ryou play	a cord, draw o	a cond. Ouring you	1
discord phase, choose	and disco	d all but h	ND (DIES		
Radwood Tresfold	SC	[08	- 中世	4	V.
3,0					
Regeneration	EC	E 00	1.0	LURATHIANG!	ή'n
· Regenerate encha	rited creat	WE.			

Hildering street
Regenerals exchanted creature.
■ Regrowth SOR ■■●◆◆◆ ■ U.J.P.
Ening a card from your graveyord into your haild
Reincornation INS U *** I •• L6
If target creature goes to the proveyord five turn, put a creature from that
narreyard directly into play under the control of its owner.
Randwall SOR C . S HL
Socrifice a land to search your library and put a basic land into play. Comble.
Resolfer INS (see 4 10)
Creatures deal no combat damage this turn. Gain 1 life for each attacker.
Revelution EW 8 ** IS, CM

KENDERON	ETH	2		,	LD, LF
All players play with	i their honds f	toce up			
Rime Oryed	50	()	• 4	P	I P
Snow-covered forces	rwelk 1/7				
Ritual of Subdisol	EH	2 .	. (ul
(U 2 All mones	reducies lands	o worl's	roduce co	loriess mano.	
River Bog	30	(.	000 (1 10	1/5
standwalle . Re	oscerote, 2/1				
Roque Bechart	50	(.	99 (1/1
Alben Elephant corr	nes into play.	sacrifica	a fenest	or bury Beghant	3/3.
Roat Mase	, EN	R .			TH

All entirocts and lands of	neso info	niny Innnad	-	
Rootbreaker Yourm	\$((mb	5.00	TAI
Tromple, 6/6. Roots	33	40	3.0	MI
Top target seature with Roots of Like	EN	000	中學學	146
Choose islands or swar	nos. When	never a land o	of the chasen type	that target

paparient controls becomes topped, goth 1 little.	
Root Spider SC U · Bi ·	눼
If assigned as a blocker, Spider gains first stake and +1/+0. 2/2	
Footbastin S. C. 400 (2) 49	133
E Rootwolla gets +2/+2 until end of turn, Use this ability only once	à
each turn, 2/2.	
Paradia Di Paradia Contra	LIS

each turn, 2/2.	
Paul 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	VS
During your draw phase, reveal the first-cord you draw to all players. If	That
card is a basic land, draw a card.	
Rust III C + ·	LG

Counter larget artifact effect that requires on activation cost.	
Rysonos Badoer SC R 🕶 🛊 👁	- 1
If Bodger is not blocked, you may have it deal no damage this turn. In	shoo
remove from the game no more than two creatures from apponent's	
growing Son one ide for each treature removed 2/2	
Cabactanth Colors (44 2 A	3.5

remarks until mer Result			Marchan A.
gravey and Soir one of	le for each frequery to	mayed 2/2	
Saberteath Coera	S[(++	2.0	24
A player damaged by S			
playe s next lakees	he gats on their passa	a counte Jakess	tre pays 32
before than to prevent	this effect, 2/2.		
Sandstarai	305 (++		AH,4th,AI

Sandstarai	1NS (++		AH,4th,MG
Do 1 demage to all atta Seepes Fixes	cking creatures.		136
Scaled Worm	et enchant jand. 1/1	20	ULSIN
7/6. Semwood Bandiis	\$7 E 000	***	OK

Seprence Bandils	SC	R	000	990		DK
Forestwolk @	Cantrol	10rget	क्षानिक्दरे.	Opponent:	may counter	IRIS
by paying . You lose	control	at ciril	oct il Bo	indits leave	play: 2/2.	
Scarwood Hag	50			100		Dix
A SHARE AND PROVIDED IN	manuff or	ambana	Francisco	nik unbikan	A soud by	

orwood His	20	SC B		i e	
老老老	e d' Give h	projet considera	r forestwalk	unhi end :	of hum. o
Remova	larestwelk from	larget creat.	ice with end	of hart. 1	/1

	Scavenger Folk 4: 4: 5: Securities Seavenger 4: 4: 5: Securities Seavenger 4: 6: Securities Seavenger	SC Edit is	[nee	⊕ (штбот 17)	DK,EH,5th
	Screanath	50	U	000	6.0	TAN
	Scryb Sprites	Scregnol st	រុំ ព	being ass	, it connot be o	ourstered: 3/4 1.U.R.4th.5th
	Flying, 1/1	74.	lia .		*	
		lhs -	Ľ.	000		NG
	Return target creature encl					eraps é dissu
	creature; or torget creature	gens h		pia urani e		MG
	Seeds of Innocunce Bury oil criticats. Each arti	SUR _	X.	Security.	0 0 0	
	that online; s costing cost.		Ines	nos Anno	ON CHARGON OF	ma primin III.
		SC	C	0000	0.6	TAN
	Uniop larget creature:	2/1				
	Serene Rearl	IIIS	C	98	0.0	Mili
0	Destroy of local eachantm		_			
4	Shambling Strider		Ľ.	190	999	JA.
	Shanodin Bryoils	TOTAL D	ρ.			J.R.4m.5th
	Forestwork 1/1.	24	T.		Ŧ	F 0 8 430, 341
	Shelkin Brownia	SE		4	0.0	LG LG
	Premove bonding obit		1010	at coephra	until ead of t	
	Serok	RIS		40		JUL, 5th
	Torget creature guts -5/-0	yorl th	i en	d of turn,		
	Singing Tree	SC	R	906	12-6	No.
	A Reduce attacking coo	gna, 2 b	yilly	L DO O THEIR	i end of turn.	U/3

	Splintering Wand Els C and 2 . A.
	Do one domage to target creature. Put a Splinter loken into play.
	Treat as a 1/1 flying green creature with CU. If this taken leaves pliny, a decis 1 damage to you and to each creature you control.
	Space Cloud INS C ••• • • • • •
	Top oil blocking creatures. No creatures in combat do no damage, No creatures
	or combat entire as named during their controller's next untip phase.
	Spore Flower St L . FE
	Put a counter on Flower during upkeep Remove three counters from Flower
	to prevent contines from dealing damage at combo! 0/1 Stalking Tiper SC C • MG
	Strilling Tiger corner be blocked by more than one creature. 3/3.
	Stempede RIS R *** # # 14,51h
	affocking creatures get trample and +1/+0 unit end of turn
-	Stampeding Widebeests St L ••• D ••• VS
ř.	Trample During your upkeep, return a green creature you control to aviner's hand 5/4.
1	Storm Seeker IKS II **** T 16, CN
	Pull damage to appeared for every cordine bas in hand
	Storm Ford EV (1 eee • 1/A
	e ion target cresture with living.
	Stream of Life SOR C ••• LU.R.4th,5th
	long t player gains X life. Straped Boars WL
	have studed Bears rames into play draw or lord 2.72
	Stunted Grawth SOR R ++++ 3 1 1
	Target player must put three cords from his hand on top of his library

KILLER COMBOS





Skyshroud Archer SC C •• •	SH
Degree continue with flying gats -1/-1 until end of turn, 1/1 Skyshroud BE SC C → G: ⊕	TA
Skysbroud Ronger 50 Communication of the pour mono pool.	TH
Chaose a hand in your hand and put it mio play. May as a soccery. 1; Skysbroud Troil SC C	/h
t ♣ Reganerate Skysbroud Troll, 3/3. Skysbroud Troopers SC C ◆ ◆	SH
Add ◆ la your mana pool. Play this obility as a mana source. 3/3. Snowblind	Ū.
Target creative gets "/"." is the number of soowcovered lands the defender contrast when creative offices. Other as equal aumber of	
Spectral Banrs SC U +++ 1 +	HI
If Bears is declared as on attacker and defending player controls as block cards, Bears do not untop as normal next untop phase. 3, 3	
Spader Climb You many play Spader Climb os un instant; if you do, buty it at end of ham	15
Spike Breeder S ord on book motives with fiving	SH
Breeder comes into play with three +1/+1 counters on it. dit, Remove +3/+1 counter from Breeder. Put a +1/+1 counter on target creature.	
 Remove a +1/+1 counter from Breeder Put a Spike tollan into play Treat this tollan as a 1/1 green capature, 0/0. 	
Spike Colony comes into & note tour +1/+1 counters on it Rem	SH
o'+1/+1 countes from County Put A counter on larget creature. C	T#
Spike Drane cornes into play with one +1/+1 counter on it. ### Remove ###################################	/0. SH
Spike Feeder Cornes into play with two +1/+1 counters on it. It. Name a +1/+1 counter to Spike Feeder. Put a +1/+1 counter on target	
creature Ramove 2+1/+1 country from Spille Freder Good 2 Sis. 0/0 Spike Soldier	l SH
Soldier comes into play with these + ' - counters or ' 2 , Remove a +1/+1 counter from Soldier Put a +1/+1 counter on longer creature. Rem	
p ++/+1 counter from Soldier: Soldier gets +2/+2 until end of ferm. 0/0. Soldie Worker SC C → GC ●	Sli
Worker comes into play with two ±1/+1 counters on it. ②. Remove a +1/+1 operates from Worker. Put a +1/+1 counter on buguit constant. 0/	70.
Spined Wuren SC € •• ◆ •	SH
Cabica Cha C' II ab C A A	1301

	Subdow Torget creature deads 0 datmage. It gets +0/-X, where X is its costing cost. Summer Bloom You may plany up to three additional lands this turn. Superior Humbers SOR U God to tagget preduce 1 damage for each creature you control in excess of	5
	the number of traduces trouget appointent controls. Sylvan Hierophand If Sylvan Hierophand is put into any graveyord from play, amove Sylvan Hierophant from the gome, then return a creature cord from your graveyord.	
	to you band 1/2. Sylvan Library EN R Co may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 tille pet and not replaced. Sylvan Paradise.	
	Change the color of one or more mentures to green whill end-of fiven. For goin 1 fee if Impan goes to the graveyard from play. 1/1. Taske of Porndrae Goin 3 life 6 Goin 3 life for each 1 the your over the costing cost.	
	Fempling Lind SCU - 2 Si Lind loses this obtaty and becomes a creature enchantment that read "All creatures obtatio block enchanted creature do so" instead of a creature. Move laid onto target creature. To not you way by to end this effect. 2/2. Toolide	5
	Put a counter on Thatlid during upkage, Remove three counters to put a Soppoling taken, which is a 1/1 grean centure, in play 1/1 Thatlid Bevoorier The number on Thatlid Devocard during unkeen. Remove three counters to	
	The lost to this and the state of the state	Ł
	Thelanuse Morph: Sourfice a grean creature to from a fond star a basic forest. 1/2 Felon's Cham By James To base to swartig into play without putting a	
	1/-1 counter on a creature he contrats. Thetan's Curse EN R Blue creatures da not unitop as narrani. Drang uptueep, a blue creatures is not unitop as earnal. Drang uptueep, a blue creature. The start of the star	
	Bestroy tegen land. You goin 1 lim if that land is secur-revealed. Thacket Bositist. SC U S S S UR. Ath. 51 LIR. Ath. 51 LIR. Ath. 51 LIR. Ath. 51	
P. B. C.	Thorn Thatlid Bunng your upkeen, put a spore counter on Thorn Thotal. Remove three rounters to have it deal 1 thomage to any target 2/2. Thoughtfeeth EN U •••	3
	Goin 1 life whenever target opponent taps on Island	



find 19 Ret y out

None

Self-room

Home



1 x 2 60 00

Sets Found

Namis.

Bezoiptáin



a= 1

Checkic Goo

Chackic Goo comes who play with these +1/+1 counters on a . During was pulseen, you may the a time. If you wish the fig. of a +1/+1 counter to Chackic Goo. Otherwise, are made a +1/+1 counter from a +1/+1 Ourney your upkeep, Gader Grant deads 2 dramage to each other creature you control 5/3.

Conter Wolf SC Comp. Conder Woll blocks, despoy it at each of combox 3/3.

Cone of Floren

Choose three target creatures and/or players, cone of Floren decks 1 damage to the first, 2 damage to the second, not 3 damage to the list, 2 damage to the second, not 3 damage to the list, 2 damage to the second, not 3 damage to the list. Competer
Take control of target land.
EC U tipes control or larger labor.

Button of a non-Yall creature. If the and of any uplace, if that creature has three of these contents on a s1/40 counter on creature. At the end of any uplace, if that creature has three of these contents on a flag three contents of the contents of

Conversion to the control of the con

Crover Grant
Crover Grant Capenol block. 4/1.

Crovers Grant Capenol block. 4/1.

Crovers Grant Capenol block. 4/1.

Crovers Grant Capenol block of the Crovers Grant Grant Capenol Crownson Health of the Crownson Kaboloks

Crownson Kaboloks

Crownson Kaboloks for a red creatures. 9/1

Crowson Mountain SC R Grant Grant

The Carbbertos

Xind ER Rating Cost

Bornson
Countar larget base spell. Controp
Rurrang Parin Licest

\$\frac{1}{4} \to 0.02 desmoge to a flying creature, it loses flying for this turn. 2/2
Burrang Shweld Acker. 5C. \$\frac{1}{4} \to 0.000 \to 0.0000 \to 0.000 \to 0.000 \to 0.000 \to 0.000 \to 0.000 \to 0.0000 \to 0.000 \to

Canyon Drake SC R • 3 3 3 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2

guide

Sets Found





Hermit Druid and Revenunt: More creatives a the prorugary means of higger Revenue Land what better your to get cream as into you g everyous to on with the free mit Freigh Okey maybe bused Alive and who disked you? The Harmit Orbid signationable wey to till your preveyord in repossessing the added bonus of Juffled, extra got into you bond. It lot to do with that extracting? We to the fifth next embo

Conyon Wildcat 5((*** *** TAL walk, 2/ BY 4th 5th Chaos Lord
First strike. Chaos Lord is undiffected by summoning sickness, but not the first runs at comes into proj. If the number of perimenents in play is even the company thanks company thanks contained for those Lord. 7.77 first ture a corres into pior, if the number of perion settiness, but not the during your volkeep, opponent gener control of Chaos Card. 7/7

Chaos Moon II the number of perionnests during an apteap is odd, all net creatives gar +3/+1 and all mountains produce an additional in it is even, all set perionness get -1/1 and all mountains produce to decisional in it is even, all set perionness get -1/1 and all mountains produce to decisional in it is even, all set perionness get -1/1 and all mountains produce to decisional in it is even, all set perionness get -1/1 and all mountains produce to decisional in it is even, all set perionness get -1/1 and all mountains produce to decisional in it is even, all set perionness get -1/1 and all mountains produce to decisional in it is even, all set produce to decisional in its even, all set perionness get -1/1 and all mountains produce to decisional in its even, all set perionness get -1/1 and all mountains produce to decisional in its even, all set perionness get -1/1 and all mountains produce to decisional in its even, all set perionness get -1/1 and all mountains produce to decisional in its even, all set perionness get -1/1 and all mountains produce to decisional in its even, all set perionness get -1/1 and all mountains produce to decisional in its even, all set perionness get -1/1 and all mountains produce to decisional in its even, all set perionness get -1/1 and all mountains produce to decisional in its even, all set perionness get -1/1 and all mountains produce to decisional in its even, all set perionness get -1/1 and all mountains produce to decisional in its even, all set perionness get -1/1 and all mountains produce to decisional in its even, all set perionness get -1/1 and all mountains produce to decisional in its even, all set perionness get -1/1 and all mountains get -1/1

Deadshol

Top target creature. That creature death damage equal to its power to cooline integet creature.

Durab Sparit

Do I damage to any larget. At end of upkeep, of Sparit is in your growyard with a creature directly above it, you may pay 2 to pick up Sparit

Describing the damage to damage from Describ. 2 7

Describing the damage to damage from Describ. 2 7

Vill

File at one turned occupient criffs bands on this while coin it in the next the Destroy target artifact and do X damage to its controller. It is the control
cost of the artifact. Untop trayed offocking coentine and grain control of it until end of turn is switcepart?

SOR C See LURANT, 5th

Bo X domage to larget. If target dies this turn, service it from game.

Figure Whelp

Thing S + 1/+0, it more than S is sport this way in one turn

Dragon Whelp dies are and of turn 2/3.

LIFE S I Target creature control black Duck Crowler this turn, 1/1.

By Discord a cerd from were level. Dworven Amsorer

SC R

Discourse of the post of the po

2 3 2 You may only The street of the T e of typhengy Omo ranese Dwgrute (atopal 1.0 Dworren Demakh in From

O Destroy target woll. 1/1 29 Dwarvan Leutenam SC U •• Dwarvan Miner SC U •• Dwarvan William MG MS Target creature with power 2 et asses a utilisockools this farm. (74

Dwarven Peny

Target Dworf gets mountainwolk until the end of turn. 1/1.

Warven See Clan

All the end of condot, do 2 damage to target affecting or blocking creature. Only use if creature's controller controls any stands: 1/1

Dwarven Soldien

Sc C

TE.55ii

Dwarven Soldien blocks or gets blocked by Ores, it gains +0/+2 until end of turn. 2/1

Blocks Soldien Sc C

TE.55ii

Dwarven Soldien blocks or gets blocked by Ores, it gains +0/+2 until end of turn. 2/1

Blocks Soldien Soldien Blocks or gets blocked by Ores, it gains +0/+2 until end of turn. 2/1

Blocks Soldien Soldien Blocks or gets blocked by Ores, it gains +0/+2 until end of turn. 2/1 Commercial Control of the Control of 56 C = --Discrete Trader 4/5

Continguate

On X domage to all puryers and non-flying acetinus in play

Flicin Late

On X domage to all puryers and non-flying acetinus in play

Flicin Late

On X domage to all puryers and non-flying acetinus in play

Flicin Late

On X domage to all puryers and non-flying acetinus in play

Flicin Late

On X domage to all puryers and non-flying into rand by and of fixing, bury is

flicing and sets it asset for our in the player may play that and as though it

were in bir hend. If the proyer doesn't play the rand by and of fixing, bury is

flicing to a fixing and highly straight on the rand by and of fixing. AMG

Fixing. During each player's upkeep, he or she may pay or 2 life to

gen certain of Emberwhide Dipin. 5/4.

Fensioned Late of the ability and becomes a ceasure encharament that

a ceasure. Many Emberged boat onto langer creature. You may pay to

end this effect 1/1

Ensloyed Scout.

SC. () 50R R = 699 hard Warrior burner creature does not top to article Formal Warriot turner centure does not lop to affair.

Evopo o't:

- clanings to encive end white deather.

- falling Star SOR 8

- falling Star onto ploying new Star mass totale 360° Any creature star treatures who is 3 domage and lops if it survives.

False Order:

- falling Common and order and star treatures to the star mass totale 360° Any creature star treatures who is the star mass of the star o 16 Fertil
Top all creeiuses blocking larget creature. Turget deals no damage.
Sammet Former All treatments providing larger clearly to the Period All treatments you control one smallested by summon Fland Forticise 1915 R and 1916 contines have you look the game at the end of Fire Oralise n virknass Fire Droke

Fixing → +1/+0 Only one → can be used it;

Fixing → +1/+0 Only one → can be used it;

Fixe Elemental Fire Elemental White the second of the second Who door I cambage to the State of the State Frebreitung Firety et sells 1 damage to target creature or player and 1 damage

Eirestorm WL Sury target fund on (realize).

Fit of Rage

Torget reaching gets +3/+3 and goins first strike until and of time.

Floring Demonstol

SC U 2 2 MG Association: Be domogu equal to Semental's power to a creature. 3/2.

Plame Spirit *Iame Waye SOR U me Ways

Do 4 damage to imper player and each creature he or she controls.

185 Flore Flore does I domage to any taget, Control. MANG Sh Costroy oil ploiss so play. 5.0 LILR 4th 5th Fing Socilize a vealure: Fling death damage equal to the socialized enabler's power to larget crecitive or play or, Flowstone Blade

EC. SH Flowstone Bade

Inclusted creature gets +1/1 unit end of um
Flowstone Bilder

Flowstone Floring gets +2/2 unit end of um
Flowstone Haliton

Lowstone Haliton

Flowstone Haliton

Flowstone Haliton

Flowstone Maulier

Flowstone Substances

Flows SH 122 SH SH IM Flowstone Wyvern St. R. S. R. S. R. 2/2.

Flowstone Wyvern St. R. S. R. S. R. 2/2. SH 135 102 splicate it sercety or instant just Last You choose. tli Frost Grant 3990 Rampage 2 4/4. EN R mone more of Roth

Double all demage assigned to any creature or player
mare Sprit

Sch

Femore Sprit is unaffected by summaning sickness. Furnace Sprit gets

+ /-0 until such a fluin. 1/1

me of Choos

Son

R

Must

Must Game of Chaos LG.4th,5th,TAL ingth EC C •••

ugot realize +2, -2.

evosses EN R •• 99 Giam Strength Glocial Crevesses (II) Crevosas EN R •• 3 • WA combot this turn.
Glyph of Destruction Glyph of Destruction

Arise traget woll you control +10/+0 when blacking. Togget well tolker no campage in combol but is destroyed at end of hun.

Goldin Artisurs

SC 4 AQ, CH Organic Artisans

St. 1

Durant Artisans

St. 1

AD, CI

a mai 1, countered. Otherwise, dress a cord 1/1

Gobin Balloon Brigode

Comp flying unit end of turn, 1/1

Gobin Balloon Brigode

EM R

Durang your upkeen, was more chart. L.L.R. 4th During your gase on unit. 1/1

During your upkeep, you may choose to flip a coin! If the Rip ends up in your favor, put a fuse counter on Gethin Romb, Otherwise, remove a has counter from Goddin Bornb, Remove his fase counters from Goddin Bornb. your survey, you make you have a property of the common to Soline a cleanure connection ones of basic hards.

Soline Coves

IL

Gebin Chrorgeon

Socrifica o Cothin: Regenerate target cracker.

Socrifica o Cothin: Regenerate target cracker. EE DX.5th Gobin Diograp I som S.C.

Sinc the Diograp Terror to destroy larget wall 1 1
Gobin Este Infantry S.C.

If in year, stacks or is blacked, a gets 1/2 and end of turn 2/2
Gublin Fiolillia S.C. R 2 ALG FE Gobin Grenoders - official and seed and Gobhn King

SC R

J R,4th,5th

Chins gran recurrence for a 1-1 Z/Z

Godfin Kites

Fire larget creature you scanton with laughness a preofer than 2 fixing until end of him Other lefts, any other reader report laughness. At end of this find scan flees formed reader a wis find. tom flip a com Bery torget reduce * epponent with f Motent is flig. Goblin Motent In Rose Sed.

Transper Rose. Sted may not affork unless opporation controls at least one mountain. Rock Sed does not unless if it afforced tost notin. 37

(4 Cohin Service Gazes para integrals 11 to a govern whith background the first para integrals 11 to a force stage and the first para integrals of the consentation of Gobines on 11/+0 Does 1 damage force 12 to a force stage and 12/-0 Use only aske and only if you control snow-correct meanteness. Bury SC Patrict of and altern 1/1 Godines Schin Southeauter Service and Color of the Godines Schin Southeauter Service Schin Southeauter Service Schin Southeauter Service Schin Southeauter Service Schin Service S Gobin Tuneer State: A backet deas 2 compare to each affacking treature and 2 compare to each affacking treature I/I.
Gobin Tuneerer Gobbin Tinizerer

St

The Cestion, target existing. That existent deals an amount of damage equal subscenting cost to Gobbin Tinizere /2

Gobbin Translat

St

F

The Timester /2

Gobbin Translat

The Timester /2

Gobbin Translat

The Timester /2

The Timester /2 Control large to due to selecting player control Goden Yanda dock no combo do large to due to select and the control Goden Yanda is attacking and unblocked may only occasionate to the house of the control of the



Disintegrate Estabait Lava Baist Kaeryek's Torch They of toil into the same category. Patent, ve some directdamage spells with two similations that keep their from being tive-stors. They can only be played during your tain. and require mucho maillo to max mize their effectiveness

£76 (000 Gobier War Drums 20 Gobin Wor Brown

Fig. 9

Em 97m ary you cointrol may, not be tracked with was than two treatments

Gobin Worrers

Ch. R 990

Somitine two Gobins to put three 1/1 set Gobin tokens who play

Gobin Warrers

Fut or Gobin from your brond descrift, into play 9

Gree target Gobin A.U.R 9.0 23 LU,R,4th

TAN Heat of Battle Whenever any treature blocks, Heat of Bottle deals damage to that creature s controller. Ceature's controller.

Hear of Bagardon EN R

CL 2 If Hear of Bagardon's CU is not poid, if deals damage equal to its fast poid CU to target player and each creature the controls.

Heart Street

SC C

The controls

The controls The part of the controls.

Heart Street all Shows are unaffected by summaning suckness.

All Shows are unaffected by summaning suckness.

The strike of Target Dwarf gets firm struce and +2/+0. If Dwarf leaves pay this han, bury Heart Wolf Use only at beginning at control 7/2.

Hearth Charra At the end of each combal, destroy all creatures that blocked or were blocked this turn.

If Wave EN U •• Heet Wave

(U

Base creatures cannot block creatures you control. Namibue creatures cannot block creatures you control. Namibue creatures cannot block creatures you control. cannot blue, readures yew control unless their controlles pays an additional 1 life for rocks blacking creature
SE 4 1, J.R., 4th, 5th L.J.R.4th,5

rays of the Scote SL R Gard ontroi of a Dragon II thris
became, uncoped or the leaves ways out of the scoth of Dragon. 3/4

Human g-vlops connot block 5/5

Human g-vlops Scoth SC SC SCOTH SCO (🕶 🚜 🛥 "J,R,4th,5th Hurlagn Shamon • U ⊃2 099 If Horizon Shenica is put into any aureword from pily, each stayer chasses and busies a limit be at she controls, 2/3, r Jackel

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Summon Legend

budder bases the equal to the high bid and gores control or the steeplure.

Immodrate

Moke suppl creature ~2/2.

Imposing Visinge

Target receive connot be blocked by uses high 2 departures.

Indicate the

Do 3 domage to any larger (receives may not regenerate

From reature blocks whenever able Attacking player chooses how each 44.5th aconute backs. Interno BIS R *** *** No. 6 damage he all players and all creatures.

Irandian Cussa

Et R

Hu, 5th

Target gars -0/-1 and cannot be assigned to block a creature whose power HL 5-6

longs gets 4/1 and connor be assigned to block of chiefs in whese porequisits or exclusion in foughtness.

It and the transfer of the chiefs of the chief of the chief of the chiefs of the chief of the c en Son Sentral target non-creature antito : 3/3

week forch SOR (•••• **)

Intorrupts that horget Roenvek's Torch each east on additional • to play

Roenvek Janu denix & damage to inget creature or proyer.

Play to snow-covered land was control to any force.

For thee Give all your Kobalds hist strike 1/2
Kobalds of Kher Keep St = 0

Give all year. Kobalds +1/+0 1/2
kus

Trumple. During your spkeep if you do not costod or loss, one Keeper of
Kacsus, koeks, doo's 5 damage to you and attacks, this turn it date

1-0 unbrend or form 3/5 Kobald Taskmaster

d's foge EW 2 - 1 - 16, EH
An loyer may discord a cord term lacks of any time and do 2 damage to a

Lavo Slorm o Storm deals 2 damage to each attacking creature or 2 damage to each blocking creature

W Enchant World

Bonaled in Extension only Bannari

Restricted

Bonned in Type 1 5 only

TM.

15. (H

Noon

Description

The Gathering

g u

50

1.U.R 4rb

Mountain Yes

Magg Mannor SC J --- E D

Whenever Wagg Mannor is dealt damage, it deals on equal amount of Moran Sound

Note the Company of the

Mogg Squad Regg Squad gets 1/1 for each other ceature in play 3/3. Mons s Goldin Raiders SC € 100 months in play 3/3.

LURAM, Sth 5(000 1) M.Sih Mounteinwolk, 1/1.

233

on Yell X C ooo
suntainwalk, protection from white 3/3.
de EX 2 oo Mudshide

Non-Rhyping creatures do not unloop unless their controller pays 2 for each creative be wishes to unloop

Melaithri Oragon 23

PR Modultus Oragon

St. R

PR

Flying bonding

+1/+0 unitiend of turn Bury kckarten brogen if more tran

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**The module of turn bury kckarten

Whenever any creature backs or is blocked by a creature with lesser power, destroy the creature with the lesser power

dense enough durange to control.

Some of Fire

Rehum of islands to their owners hands. Each payer surfices a plants or o

white permanent for each white permanent he rentrols

Some of the surfices of the s

Opportunist deals 1 damage to larget creature that was damaged this turn 2/2

Osc General SC U DX
Scribte an Osc or Gobbin to give all Circs +1/+1 until end of than 2/2
Oscida Artillery SC U DA DX
Dass 2 damage to any target and 3 damage to you 1/3 Missanit Alpho version risk costing cost as 1 3

Alphy version and consequence of the property of the property

A Sthemes

Turn target and into a swamp until its controller, next untop 2/7

Drosh Healer

Turget creature may not experience a break or green treature 1/1

d of the property of the prop

Mob Justice deats 1 demage to target player for each creature you control.



4

[44]

201

Home

Description Lightning Biast

4/3

Magmasaur

Mana Clash

Mana Flare

players

Kind (2 Reting Cost

Lightning Elemental is unaffected by summaning seckness. 4/1
Lightning Elemental is unaffected by summaning seckness. 4/1
Lightning Reflexes

EC

MC

You may choose to glay Reflexes as an instant, in you do, bury it at end of hom Enchanted creature gets +1/+0 and goars first stake
Lawland Grant

SC

A

q/s

SC R

Segmostar

Magmosser comes into play with five +1/+1 counters on it. During your
unkeely, remove a +1/+1 counter from Magmostaur, or secretice Magmostaur
and it depis 1 damage for sect +1/+1 counter on it to each creature with

and it deets 1 damage has each flying and each player. C/O.

Hying and each player. C/O.

Kagnash Machiain Eli R each it a Market Maria Language AN.R.4th

To uniting a blue creature, controller must spend 4 during upkeep

Eli R each 3 3 July 14,5th

Eli R each maria from any fand on any fand o

Heard Flore

Four land produces on extra mono of its natural type

Maraxus of Keld

Maraxus

Meleor Shover

Do X+1 domage divided among any number of targets

SC R

Do X+1 domage divided among any number of targets



Shocker and Jade Monolith: The wording on ode Monolith is pretty domed confusing these days, but if your apponent blocks your attacking Shocker you can redirect the dringge. I deals to yourself allowing you to rhuck your hand and draw a new one Shocked? Mo e like confused as heck. But it's a good comba.

Hob Mentality

En. bonted creature gains framable. If all non-wall reachies you control affocus, anniholited venture gain.

If any other creature control gains are all and of hum, where " is equal to the number of ethocking creatures.

Mogg Bombers

If any other creature comes into play, socifice Magg Bombers and it deals a domage to target player 3/4

Mogg Conscripts

C

Mogg Conscripts

Along Conscripts cannot attack unless you have soccessfully cost a creature spell filis hum 2/2

Modg Franchs

SC

Modg Franchs

SC

Modg Franchs thogg Frank: SC C ← ■ TM
Secrifice Franchic Fenchic decks 1 domage to target creature or player 1/1
Magg Frankes

SC ← 1 ■ SH
Magg Frankes cennet attack or black during a turn un which on other
creature you control attacks or blacks 3/3

our titles an artifact. Bu 2 damage to any mage in For this an artifact. Bo 2 demoge to any traces 1

Fit three counters on Mane Remove one scenier when targe hand is tapped and during uplace pleastray lord when lost counter is emmand. Onch Mine deals 2 domoge to lord's controller.

Oversh Orthonome.

All of your shocking creatures gan + /+0 during year affock. Misgorier Agric version lasts conting at 50 st. 4

Direch Serviers 5 to William of the controller.

Fit of the proper lands 1/1

Orich Squatters on Sconice Octob Serviers Destroy 1/1 target lands 1/1

Orich Squatters 5 to William of the proper lands 1/1

Orich Squatters 5 to William or Serviers Destroy 1/1 target lands 1/1

Orich Squatters 5 to William or Serviers Destroy 1/1 target lands 1/1

Orich Squatters 5 to William or Serviers Destroy 1/1 target lands 1/1

Orich Squatters 5 to William or Serviers Destroy 1/1 target lands 1/1

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Orich Squatters 5 to William or Serviers 1/1 target lands 1/1

Orich Squatters 5 to William or Serviers 1/1

Orich Squatters 1/1

Orich Squatt Gross Mose

Orcish Veteron

Connect block white creatures of power greater than 1

First strike until end of turn. 2/2. Type Can't whick if opponent has an extrapoed creature at power greater than 2 Can't back creatures of power greater than 7 6/6.

SC R ••• 2 3 Type Can't back creatures of power greater than 7 6/6. SC 300 A,5th Partix Integer into y not block Control. SQR J Pans imaget innov not block. Content SOR J SOR J Solven Surge Before untop phase, active player must count untagged lands. During his uptage or must player roles 1 dearning for only hand that had been untopped. Primitive Jurine SOR J Solven and role of the each 3 SOR J Solven Solven SOR J Solven Solven SOR J Solven Solven Solven SOR J Solven Solven Solven Solven SOR J Solven Solven Solven SOR J Solven Solven Solven SOR J Solven S Do 2 damage to each creature You may remove a red cord in hand from game instead of paying the costing cost. Og 4 dørnage dividi Pyrotechnics SOR vided among only number of creatures 16 4th 5th id of game 1/1 Raging Bull
277 Boodboodbooring.
SC C 2 Raging Gorillo
Fi Carika brocks or is blocked, it gets +2/2 until end of turn 2/3
EW 8 PORT OF THE SIDE 15 Reging It was the State of Rhear Young and the Course on either side of Rhear Vinen attacking, drivide appointm's gootind theoliuses on either side of Rhear Change on which indeed to Rhear to plane each of the Array Altockers can only be blevere by flying eventures or those on some side of Rhear Reging Spirit Bose of the Hyping creatures or those on some sale of these Reging Spirit

Reging Spirit

Reging Spirit is cookiess until end of turn 3 '3

Reading Patry

Comnot be target of white upells or offects. Sociike an Dict to destroy all priores day player may top a white creature to saye up to 2 plants.

Ratho Disagon

Flying When Rothi Diagon comes into play satisfies two mountains or starring Rath Diagon 5/5

Rodiess Embermage

1. See Many does I fring us to any larget and 1 drapose to whelf 2/2 Sortince Walt: Ulagan 575

Rodiess Ember image

S. R. M.G.

We goes all door, je to asy larget and 1 damage to itself 2/2

The Bernanta Blost.

Lift Countre a blos spell being cost or destrict in the cord in play. Alispinil Applia

ves, possed type as listend.

Resign of Chaos.

S.D. J. M.G.

Resign of Chaos.

Destro. Integral elange or spell applications in the cord. Counted a base good being close of each of a factor of the counter Has sinke it kenegoes retorate actuals.

1/+0 unif end of fun. 3/3.

Soft I == 50

Choose 2 creatures createled by opponent. Bury and and put o -1/-1 counter on the other. That opponent chooses which creature is buried.

Red: Hydra

Put X + 1/+1 head counters on Hydro. Each post of damage to Hydro. distroys I counter unless controller spands on per head buring upkeep, new heads may be grown for one appear 0/0.

Haithling Roc Hatching comes into play, put four stell counters on it. Busing your unkeep, remove a shell counters from Hatching. As long as no shell counters one on it, Matching gets +37-22 and gates Rying. 0.1

Roc of Kher Ridges

WI

UNR Ros of Kher Ridges Rying 3/3. Rock Slide

Rock Slide

Rock Slide deals X damage, divided any way you choose, amening any nurshaw of target attacking or blacking resolutes without lifying.

Rogue Skycoptain

Syring A. Regimming of upkers, pit a counter on Skycoptain Durting upkeen, pay 2 the occit insente on Skycoptain on terminal of burners from Skycoptain and opponent gains control of Skycoptain 3/4

Rolling Theoder

SOR

Rolling Theoder deals X demage devided any way you choose among any number of target seachers and/or players.

Reterration

SOR

SM

Destring all provinces foods INS Retending
Destroy all nonhasic lands
Rukh Egg
18 Rukh Egg goes to the grove-yard from play, you get a Rukh taken, a 4/4
Phyng est restrate, at end at turn 0/3
Sabretooth Tiger
Institute 2/1 JA.5th Sandstone Warrier
First strike Sandstone Warnov gels +1/+0 unit end of him. 1/3
Sandooth-Ogre TAI First strike

Authorith Oge blocks or is blocked by any treature, Sowrooth Ogra deals demage to that treature is and of combal. 3/3

Soorched Louth

Checks and discard X land coulds. Destroy X larget units.

Searing Spear Askori

SC Authorith of the sound of the so Securing Specific Askard Colliss Districtor A larger lands

Securing Specific Askard Science Specific Askard Science Specific Specific Science Specific Science Specific Speci

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TAL

Shofter Destroy target artifact SOR 2 *** *** AQ.2,5H ., J.R. 4th, 5th

Shartersteam
Bury ell antifects in play.
Shiven Dragon
Flying +1/+0 5/5
INS SC 2 ****

Shock deads 2 damage to target creature or player

Shocker

Shocke

Soldier of Facture

Target player shuffles his library 1/1

Sollintura

Large player connor play any lend cents this turn Conting.

Song of Blood

The top four curds from your bloory into groveyand. For each creature cond, of the centures that attack this turn ge +1/+0 until end of turn your library into groveyand. For each creature cond, of the end of turn the end of turn the end of turn.

Spunit Villaim

Destroy larget blood coembure. 1/2

Spitting Drette

Flying.

+1/+0 until and of love. You cen't spend more them in this way each term. 2/2.

Sputting Sorth

Of damage for a resoluter equal to sumptine of majoritous yees cannoted.

Stone Rain
Devtroy day one land.
Stone Spirit cannot be blocked by thing creatures. 4/3. 18.5%

Taltusan Minothou is unaffected by summaning sexusess 3/3

Taltusan Piper

All creatures with figure about to block Taltusin Piper do so. 3/3

Taltim Tor Selfect

With Remove from the gase target periment you wan or control Contrib

Tempest Elever

Service Psk a card randomly from appanent's hand conductor it is permanent running periment you wan or control Contrib

Tempest Elever

Service Psk a card randomly from appanent's hand conductor it is permanent running about the permanent running above to the

Houndarholf Bo 3 domage to larger player or 4 domage to larger coetine with lighing.
Thembarnore:

Thembarnore is unoffected by summoring sticiness. When Thundarhold comes into play, top all other creatives. \$/\$.

Toom and draw

EN R 3 IA

Service by a creatives: Part a Camirose token uno play. Treot this token as a 2/1 and treatibility.

li. SDR R wee Do X damage to each creature without flying. Each creature gains * Phevent I domage to this creature from Torrent of Layo.

Vani I appropriate his contains one in corean as curvo. It all were the state of the Wines may player out oils. Cesting all untopped acrowall creatives that don't oiltain. Does not affect creatives that came into play this namemor. Tresmor deals I densinge to each creature without flying. LH.R.4th LU

Transel SOR U

Bay largel wall.

Not-Headed Grant of Tanys SC R

Temps Pay book two creatures in combot 4/4

Uthities Trail

SC L

2 L,G,R,4th Regenerates 2/2

Restricted

· Renned to Type 1 5 only Bonned in Extended draft

Opposition & Colored C All 1/5

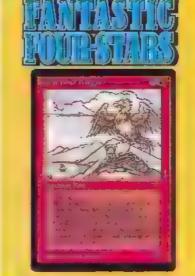
Sondstalker to owner's hard 4/2 hine Warrier 50 [--

Valcanic Dragon

Figure Volcanic Dragon is smallected by surranouning sicks
Valcanic Geyser

Valcanic Geyser cirkmace 4/4 16,46 Creatures blacked by Well may not ottack next turn. 1/4.
Well of Earth SC. C •• 000

Wall of Fire 90 **3 96** 880 LULX:4th,5th →1/+0.0/5



Why such high marks for a red Phantom Monster? There are 13 red flying creatures that cost four mana or less. Only three have a better power touchness than the Roc-Emberwide Opinn Ratt Diagon and Roque Skycaptain—and as of them have previous drawbacks Pound for pound, the Roc is simply one of best red trying.

Walt of Host 50 (00 LG. CH 20 Wolf of Lavo U. 199 Well of Lave → 1/+1 until end of turn. 1/3.

Well of Opposition SC U → 1/+0 until end of turn. 0/+

Well of Razors SC U → LG, EH SH First strike, 4/1. LULR,4th,5th 000 What of Ferture

\$1 bryes must distored them broads and draw seven new cords.

\$2 bryes must distored them broads and draw seven new cords.

\$3 bryes Wild Wurns comes into play, lip a aria, if you lose the flip, when WAS Wurns to enser's hand, 5/4.

Wildfine Emissory

\$4 bryes will be \$1 brye MG PŘ its of Change SUR R. S. Add phayers must shuffle their hands into their libraries, then distin as many course as hely organish had see Sky. niter Sky

Fig to tain. If you war, Winder Sky does I demage to each cooture and player Otherwise, each player driver a coall.

will of Blooting

185 U

Sury target wall and do X damage to the wall's controller, where X equals the casting cost of time wall.

Were Effect

Soc. R

Mary target wall and do X damage to the wall's controller, where X equals the casting cost of time wall.

Zirilen of the Claim

St. R → □ □ □ □ □

Search your library for a Drogon card and put if into play
That crenture is unaffected by summaning sickness. Remove the creature
from the game at the end of any turn 3/4

WHOTE HL Abeyronice INS R ***
Torget player may not play instants, interrupts, societies or use any effects requiring an activation cost until end of two. Draw a cond.

Also to for SC II **

Marchad in a Marchad or Indexting Ally. AN, CH Albu Ja' for SC II Albu Ja' for a destroyed in combon, all creatures blocked or blocking Albu on destroyed and central repensation 0/1

Admike: Univers

Add either or and as to your mone pool. This mone can only be used for communities uplaced, 2/2.

Adverse Scoul SC Advence Scoul
First strike, #; Tager creature gains first strike until end of turn. 1/1.

Afterine

Bury target (reature and put a 1/1 white flying reature into play under con-trol of that reature a connection on Legicanare St. R • • • [LG,CH,5th Abron Legionistre St. R. LG,CH
Of your non-national conditions, only Legionnaire may offock. 8/4.
Alabositer Drogon
Fhying If #2boster Drogon S put into on, grove-yeard from play, skieftle
Alabositer Potion
HIS
Line Termon Manager of the one washered X dampone to any strate.

Line Termon Indiana X titing on washered X dampone to any strate.

Audicase Langua water as owners a warry 474.

Give ranget player X life or present X damoge to any hones with the company of t

Unlog logant noneatherhing pronute and gave in the come: Prevent I demons the game in the come: Prevent I demons to any readure.

4. Remove that log card in your graveyed from the game: Prevent I demons to the come: Prevent I demons to the come: Prevent I demons to the come I demons the com

Angelic Renewal

If any creatures are part into your growyord horn part, you may bury Angelic Renewal

Angelic Voices

EN Command port one of those resolutes into play

Angelic Voices

EN Command port one of those resolutes into play

Angelic Voices

EN Command port one of those resolutes into play

Angelic Voices

EN Command Comman

larget wall may new effect.

Argresson even

185 U

Ren un tengel oriflert ei en:hantment rom your groveyard to your kand

Arstraggeddan

50R R W Armor Sliver L.U.R 4th.5th -T.M.

Armored Pagesus
Figure 2
Army of Alloh
+2/+0 to oil e TAL DIS

Annuy of Alloh

Solarite
Stellante
Stella

EVr Enchant World

mman Legend

layers g u i d e

End CR Anting Cost Sets Found Mome Destription Bandage
Prevent I derringe to any creature or player Draw a cord.

Batle Cry
Uniting oil year white contrares. All blockers gut + 0/+1 this turn.

Beast Walkers
Banding until end of turn. 2/2.

Bandish Nero
SC
Bandish Infantry
SC
Bandish Infantry
SC
Bennish Infantry INS (** SH Bandage Ц ΗE LURAHSIN WL.

Bonoberg. 17-3
Benedisk Misstenery
St. 19-3
Benedisk Misstenery
Benedisk M

Black Storah

F(U + A

Target creature gets +2/+2 as long as any other player has any black cods.

Target creature connect be blocked by black creatures

Black Ward

LUR, 4th U

Blossed Wine Gain 1 life Centrip. Blessing EC R 000 - -LU,2,46 Blinting Light
Top all non-white creatures. SOR II -- O-MG

To be non-write decorates

SC R

Return Blinking Spirit to its owner's head. 2/2.

Blood of the Martyr INS U •

Unit and of turn, you may redirect damage deem to your cuedwas to yourself instead.

Blue Scarab EC U •

The second of the Martyr INS U •

The sec N. 51 DIC, CH

Dif, Ct.

Target creative gets +2/+2 as long as any other player has any blue cods.

Blue Word

Target creative gets +2/+2 as long as any other player has any blue cods.

Blue Word

Target creative goins protection from blue.

Direktworth

Target creative many not priseds and the code.

Call to Acore.

Call to Arms

Call to Arms

EN R

EN

Flying Contrip 17

Printing Contribution CRA John 3 to URA
Your unitagined executives goin Ox +2. After Kerk dominget this banus.
Sea Construction CRA Robot Contribution CRA
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Suppose 3 fragget reconsecutions from the St. St.

Circle of Pearwhy in the CPU even Let AQ 4th 5th SH AD 4th 5th 2: Prevent as demande agrand you from an artifact tours Cide of the committee By Committee Land

2 Prevent an annuage agrands you from an artifact from the club of the control of

Circle of Programme Red 17. Communication of the Circle of From the Shape of you from a cleanure with shade 19. Communication of the Circle of From the Shape of you from a cleanure with shade Circle of From the Shape of 1 * LURATHUA 550,TAI

Cardo of Process: White HY

If Prevent ell demogra to you from one white source

Civic Guadinogra

So Indiger creatures gots 0 who end o hum,
Caralture you control on log of owner's about, 1/3

Cleanise

OR R Desiray all black creatures in play

Desirally all Book creatives impays to the per acrel they wish to save \$1.00 \text{ constraints and destroyed. Anyone may pay the per acrel they wish to save \$1.00 \text{ constraints and per acrel they wish to save \$1.00 \text{ constraints any vicetors on prayer \$1.00 \text{ constraints any vicetors on prayer \$1.00 \text{ constraints any vicetors of the fluid, Number \$1.00 \text{ constraints any vicetors of the fluid theory of the fluid theor

EM

	Colo Sear Eh U • 2 •	(A	
	(1) 2 During each player's piceep Cold Scop does 1 damage to that		
	gas, in the each snow-covered land he controls		
	Combat Medic SC C *** 2*	Æ	
	■ Present I demoge to a player or menture 0/2	1.14	
		ŲI	
1	Target land is remain from all effects that would destroy it.	SH	
	Contemporation FW 1 **	3/9	
	Whenever you successfully gost a spes, goet 1 life	a.L	
	Conversion St U C++ UUR	unin	
	All mountains one now plants. You must pay 🖚 🖶 during uplants.	SH	
	Conviction (C C +++++++++++++++++++++++++++++++++	317	
	Enchanted produce gats +1/+3. Return Connectors to curren's littled Connectors.	ı.S.	
	COORDINATE OF CO.	DM	
	Torget desture gains tending. Grande ## CURAIN	516	
		3111	
4	All white concluses gain +1/+1. Ournous Series (N. U • 2 +	AO	
÷	ha one may union more than one utilian during his union phase	ring	
7	Data (At)	VS	
-	Figure Southise Darage Griffin. Destroy target block creature. 2/%.	.,	
	D'Avenun Arche 50 (•• 2 • 15,0H,	Sib	
i	@ Do 1 damage to target attacking or blocking creature, 1/2.		
7	Dozenny Seauty INS (•• 2 *	MG	
1	Target unblocked creature is considered blocked. Drow a cord.		
1	Death Spine on SC J - + M.,	Silve	
	Factorian Iron block, 1/1		
	Death and IKS (+ + LLR.4th, it.	5th	
	Regenerate large) creature		
7	Debt of Loyalty IVS 2 000 0 +	WL	
4	Registerate target creature. Gain control of that creature.		

Exile INS R = 2 A Remove target non-white adjacker from game Gas life = taughtiess Sr. R • * * Al For Continue To Co creative, spell, or effect does to you or a second manager of the same name except basis from whenever any parameter other than bosis in a cantes into play, bury any permanent already in play with some name. L.U.R. Free The transfer continue of machine and a fine processed in may been 4.4.2 countings to only other continues where X is the power of the enforced continue.

Farrier Cleano

If the transfer is not blocked, you may dead 3 demage to a larged creature if so, farrier's Jegolot fields no domoge 7/7.

Farrier or Freest

FE ramer success and combase 2/2
elitie Priest

S. U * & # #

2 Add * To mean pool. Buty if more than 3 is spent in one but 1/3.



Direct book or of Marks of West 10 Hillion on policy when the



Blinking Spirit and Contemplation: If you re cought in a big arantere. stalemate here's something to contemplate. For the cost of four mana you can bounce the Banking Spart into your bond and but I back into piery With Contemplation in play, that's a age of one pain of life. If you ve got er ough spale mana, you can do this tack twice or even thince per furn.

Discomponent INS (MG
Part inget artifact or eschantment on top of owners is brong.

Discoving the special enchantment of artifact.

Discoving target enchantment of artifact.

Part top of the special enchantment of artifact.

Part top of the special enchantment of artifact.

Part top of the special enchantment of the representation and the second of the second Oranno OT an IIS Formation of the Co.MG.Shi
Destroy age artifact, garangaria actually cast ag ast of artifact
Destroy age artifact, garangaria actually cast ag ast of artifact
Destroy age to trapped into tracking cast age and to track and tracking creatures
Destroy age to trapped into tracking cast age and the contraction of the contr In I par o may o Eff.
Tenger cocolure gets +3. +3.
nught Orangan Fit L ••• 2 **

Our ing your upkning, can, ** cu destray, Discush in order to cost a spell , 000 WI DK 5th MG Symp istatice 2/2 Find, ist-tricke 2/2

strong in SK 2 • *** III,

Floring is annual attack with it has been assigned to buck 5/5.

SK (• 2 *

The proper blocks, if deads is compage to target attacking areature 2/2

this is the strong into the strong area to 15.4h Prevent 1 damage to any target or 2 damage to a green presture 1/2 to all players. Put the revealed cord back on top of your library.

Fosting

Son 7 ide if you skip you drow have Destine Easting if you drow a card for many reason or when it has been or play for five of your upkeeps for you should be target of spells or effects. If centure readule, enclosing for output cannot be target of spells or effects. If centure white, if got +1/+2 fenters a five for the following spells or effects. If centure white, if got +1/+2 fenters a five for the five for the five for the first or the five for the first of Femerol Finght SC C 2*
Femerol Stouts SC C 2*
Femerol Stouts SC C 2* Festing

Type the proposed may not alrack this turn Play during apparent's pikesep

Feet all Smith

EN R P 2 ** Type

Whenever a non-folen , teature is put into year graceward from play, put ain

Executive with this minute in the second of the second from play, put ain

Executive with the property of the second of the second from the second of the second from the second of the ation NS R representation of the Court of th fortilies wen 15 1.M. Ц TAL. 氰 rard's Wisdom SOR IJ •• For each cord in your hand, goin 2 life.

7

Ξ-

Profession norm set. as advantage set of your appearance of the control of the c d

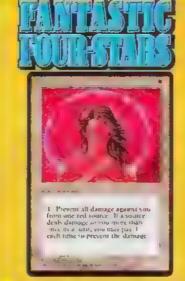
8. 9 ** * * *

+2/+1 to white cuentures white-those-recent of apparent's ε in play

Describ Field 1 to cords of that consider a play

per 0 der Advantate SC L ** 2 * Distant Field The course of an analysis of the second of the Advantate St. U ••• 2 * 11 Advantate is underposed, ou your given creatures get -1/+ 1/2 fursing the second of the second o Aurmo
Dueng each player's unkeen, he takes 1 domage for each examp he control.

Keepars of the Faith
SC C •• 1 **
16, CH
7/3



All other CoPs receive three stors. CoP. Red receives four Why? Because the postest damage spells, the ones from which you reasy need protection just happen to be red. White has piently of ways to deel with creatures, which is usually the best offense the other colors can throw at you But to lend off a barrage of direct-damage spells? Nothing does it better than a Circle or Protection

net
All of larget apparent's creatures, leads and authors enter play topped
trum wimor

() Kattikin Armor

Infranted creature cannot be browned by a teatures with poises 3 or greater.

Sprake Armor Present of denoge to enchanted seature from one source

Bioldocan Elite Guard

Tove projet meterse + 2/+2 Bury Kjeldocan Ethe Guard if that creature

recress pury than burn 2/2

Kjeldocan Exert

Spraken 2/2

All

Spraken 2/2

IA 51h 14,5th ıA. Protection from red, bonding 2/2 Lance larget creature gains first strike .,J,R Concess on XV. SC (1 +++ 3 ++ 5h
Transpile of Reducet 1 damage from Lancers to a creature you control 3/3.

Local Tox. Es R +++ 16/4th the opponent controls more lands from your during you upkeep, you may take up to three basic lands from your library into your land thes forge player loses of posses counters and takes - damage per counter broad ER R - 2 + * LĠ Good the whenever traged opponent tops a mountain. er Day

B a k banvies cannot affact, or black

NS P TAL L (we someth produce first stake with end or lum Contrip on the second block reportes with flying 2/2 birth a second block reportes with flying 2/2 birth a second block reportes to the second block reportes to the second block reported by the seco 45 equerly the number of centures controlled by longer uppareers.

**AG*

**Comparison of the special celler by an opportunit nuces you de discard Managers (when it is special celler by an opportunit nuces you have discard Managers (special celler).

**Managers (Section of During your opportunit nuces you have discard Managers (Section of During your opportunit nuces).

**AG*

**Chamber body or all During your opportunit nuces you must be supportunit nucleur or obtained by a control of the bosen of developed to compare or owners conducted your country of the bosen of developed to compare or owners conduct your country of the special of the special operation of the special operation.

**Section of the special operation of the special operat Creatives with power 3 or greater do not unlap during their controllars emap phases, 3/3 Remove all white creatures from the game. Each player must draw a card to each write controlled.

March and repeat you by artifacts is estead done to Marry's of Korlis unless March and Korlis is tapped 1.6

Moster Dens, 1.7

Mos Most of any SC J •• 2 *

For one 2 * Top larget regions backing where of Arms 2/2

Mole 1 pp. 50 J •• 3 * # Mele c spiriterian from black 3/3 SC P 5 m Nacifying crantures control attack ÁN Mon h. a lyangle, 3/3. Mobie Elephani (eee 3 m SC Randing, Irample 2/2
Makle Steeds EN C • 2 *

I * Taget creative gains first stoke with end of turn.
Mainage as Ac SC C • * М Proportion of the Control of the Con

TAIL MG

Inter Soutcloth

(I) 2 life All damage dealt to creatures you control is reduced to 0.

Institutionability

(NS I) ••• ••

(II) ••• •• Invulnariability
Buybock & Prevent all domoting to you from one source, from Tark Elephant
Trample, 3/3.

Ro

players g u i d e

Marrie Bescription	Knd	(8	Reting	(ost	Sets Found
Oracle en-ver	50	R	44	2.0	TAN.
 Тепрет оправо 	n chooses no	ty nor	mber at i	realtires he of	she controls.
During that prover					
treatures can affect	i. A) the end	of th	at hern, d	cestroy each of	thase creatures
that did not affork	Use this atti	ity or	ily during	your turn 1/	
Order of estber	50	(0000		FE
Protection trast blo	() 李帝 +	1/1) 🛊 Fi	rst stake 2/1	
Order of the Society To	nula SC	R	1010	100	IA.Sm
Pay 1 ste is co	whier a black	(spel	1 2/2		,
Order of the Thire Sh	ed St	U	0000	**	A.Sth
Protection from bla	点 带着。1	1/+0	1. * . Fr	nst Strike. 2/1.	
Origi, Samilia Realer					334
Ourn, Senrité Henle	r counts as a	Cleri	C OP Pi	event up to 3 d	ismade to any
rrectuse or player				.,	q j
Quan's Prayer	EN	Ð	40	- 0 未由	TM
t any weature after	ils you pain	1 lite	e for ego	h alfa, king crea	thurs.
Dam Victorios	50	L		1.0	16 4h

Faying Athur a liver in	WINCHULL	Regione died	add a counter	to Yultures
Remove two counters	la make	Juthuse - 1/	a bars area (-	t turn. 17
Pacifish	EC	-{		MG.TM
Eachunted creature co	mot atte	in as brook.		
Paropel	H	E 000	0+	VS.
You may choose to pl	iy Parope	t as an instan	at if you do, b	ury it at end of
turn. All creatures you				
Peace Tables	SOR		1. 映	YS
During this turn and th	e next of	е, рюует со	nnot deciare o	n attack and
relate bally spells e. o	brillies the		permonent or	
Peorekeapar	SC	000	**	WI
During upkeep, pay 1	in th			
Pean Cagon	X	E 100	+++	N6
Flying # +0, +1 4		, .		400000
Pen ser Unicorn	5€	(0	多带	., J, R, 4th, 5th
0-1/1	Dil	0 -		111
Pegasus Reluge	. (11	K	9.0	- 18

Pagasus Refuge	EN R =	3.0	1//
2. Choose and discor	rd a card: Put a Pa	gests taken into play.	. Triest plats
Porsonal Incornation	CERTAINS WITH HYL	W	I HO IN CA
Owner may redirect or	numbine income	one done to Jermontic	ng to himsail
instead if Incommiss	dies, its owner to	as holf his life tround	up), 6/6.
Petre Sphinu	SC R •		(IS, CH
 Target player nom 	ies a cord and the	n hants over the lop co	and in his
film , if the guest me it goes to the groveyor	iti nes ine i chi. Ni ali a sal	e player draws the co	rd: otherwise,
a lines on site Buseline	LOCK F		444 444

of stone to the assessment 2 fet	po. ontermay,
ri goes to the groveyand, 3/4,	ARL4th
+0/+3 to oil delending creatures until end of turn.	100,000
Pikemen SC C www man	DK,4th,5th
Randing Rest strike 1/1	
Pron set SC R ***	Dic
Gain control of an opponent's creature of his choice. If Pr	ancher unitops
n leaves play, you lose control of the creature. 1/1.	
Presence of the Master EN U •• • •	tG
Counter all enchantments as they are being cast.	
Prismulic Grde El C	MG
CL @ Choose a color. @: Prevent all domage to you from chosen color	o source of the
Prismalic Word EC C - **	UL58
Choose a color when Prismatic Ward comes into play. All dam	man disable to
the state of the s	cific datas são
target creature by sources all that color is reduced to 0.	411
Prophacy SOR (- *	, IN.
Reveal the top cord of apparent's library to all players. If it is	a land, gain ?
Ite that opponent then shuffle, his about Control	-

Change the color of one card being played or in play to white.	-5-4-5-14
Customic was conce as zone come desired bushed on an heak to account	
Putault of National original Paris 18 18 18 18 18 18 18 18 18 18 18 18 18	SH
Slop drawing a cold: Put a study counter on Pursoit. Remove three counters from Pursuit, Socifice Pursuit. Brow seven cords	
Qынкения сыя SC L •• Т#	TAL
L * , Q Licid joses this ability and becomes a treature enchant	
sends "Enchanted continue mans first strike" instend of a mention	Move

Edituras statil, a prison i federation a fedible backet appett charts	
	М
L * 🙊 until joses this ability and becomes a treature enchantment th	11
rends "Enchanted creature gions first strike" instead of a creature. Move	
Quickening Joid anto traget creature. You pay * to and this effect. 1/1	
Relly NS (◆◆ ★★	IA.
All blocking cleatures gain +1/+1 watti end of hum.	
Roped (e) MS ? * **	l6

Pilati Louder Just Stuke the					
Rostania ratetione	St R	000	3 ##		MG
 Outs, target afracking 	ar blocking	Dancon Go	at no ess	nient of life a	loszne
to the Organ's power.		andam ac	[a. Qa. 4]))	WORFF SM - II-W L	dun
Rosidio de Siaves			On the site		140
RUSHNIG HE HUYER			3 **		III,

Rosinio de Siayes	5L	j 20	3++	- H.
Can clock cientures we	the flysig.	it Rashka the	Stayes blocks o	block cracken.
et grons +1/+2 vreit to	te end of	tym 3/3		
Rod Starob	EC	J 40		i.h.
Toront reaches outr 4	21.200	م بحد بدر محما	Mar physics bear	ment and another

Torget creature gets	+2/+2 as long as a not be blacked by red	ut other bjoke	s has any red cards.
Ren Wa'u	E(1, e-		LJ.R.4th
Torget creature gom	s protection from red.		4,

Reinforcemen	1115	E 000	*	A
Pull up to three targe abron in day order	el creaturo c	aids from your	graveyord on top of you] E
Reter stan	EA	[] eee	E.	VS

Retir War	EA U ann F#	VS
	to play Retir Word as an instant, if you di	
turn enclosited i	tififact control be the target of spells or el	fects
Remedy	W5 (*** 1 *	VS
Proposal min Si	Immorro on enu manifeste of espatueos end	for steems

the ratio ob to a prompte or ship prompter of mentiones print or beaters.	
move Enchantments (16) (••• •	JG.
Return ell enchantments you controt to your hand and destroy of	
enthaniments played on permanents you control. If cast during apponen	ni's
ettack, destroy opponent's enchantments on attudens.	

Repentance	SOR	E	0#	774
Repensant 3 aux smalth	32	mage equal i	o its power,	AM, EM, Silv
Protection from red Reprise	1/2 /AS	[] 0000	0.4	М

Kind CR Rating Cost

Sets Found

1,1,8

SH

SH

Description

Bury target creature with power	4 or greater
Resistant Sphie	(a +
Souther Torget creature deals i	no combat damage this turn, 1/1.
Result ection 508	
Take a treature from your grove	raid and put it deeply into play.
Reinburger of the Mark SOF	2 ees (0.4c

Retribution of the Mack SOE R ***	1/5
Bury oil creatures with power 4 or greater	
Revered Joseph SC [] *** 1:*	WL
J I Revered Unicern recives pay its controller gains like equal to	
Revered timecon's last paid complative uplices 1/3	
Reverse Dannige INS R need 1 4 4 10.R42	15th
All demand from one near recess of college added to your The taxa-	

Meverse Dan age				194	LU31,451,301
All damage from any	ane source	G HIS	lead ca	Med to your a	e total
Reverse Prior sy	48	(99	**	AO.R
An entirecte you have	taken tram	世中	riforts.	this turn is rela	opctively odded
to me life total inste	30				
Righteon Auto			000	1.0	VS.
a D 2 D	- 41 1				

* Pay 7 He Prevent of	il dames	se to vito fre	oen dray drag so	1219	
Righteous Avengers	SC		++	LC	
Plainswalk, 3/1,					
Righteourness	WS		-	上班史46.5份	
Torget defending creature	gels +	7/+7 unt2:	end of furn		
Ritural of Steet	k	(00		MG	

Torry defending or	eature gets +7/+7 unt	end of furn	
Riturni of Steet	}((a+		
Enchanted creature	gets +0/+7 Control		
Rolling Stones	EN R ***		
Now on office as	though they were not h	Yots	
Rayal Busice	EN P on	2**	

Rayal Buence	EN	F 00	200	A
(U + Whenever	а эмеже то	untain, block	permonent or	red permonent
become, topped, in	s controder ich	Les I damas	è	,
Royal Herbalist	SC	[99		Al.
3 Remove top co	र्ग र्ज १ए८। हैंद्र	ary from con	he to opin ? We.	1/1
Sacred Buon	1115	900	1.0	IA 5th
Prevent on to 3 day	morse deal in	Intral rentu	on All revel of his	n nié o

THE GR DO NO.	100	444	1 2	
Prevent up to 3 domage	dech to lon	gat regione	All cord of	turn put o
+0/+1 counter on that	creature for	each demag	e provente	d.
Sacred Ground	EN R	0000	2 #	
Whenever on effect con	he'ed by est	coponem)	cuts a land	mile your
ara - ard from way on				

groward from play but that lend into play

R

11/

Somming one Pot that could may be a kburn until you reven
a white and Put that could may you hand Remove at other revealed cards TM

VS. E Bonding 0/3 Shield Wall .G,CH,5th SH Sh

Kind CR Rating Cost

Sats Found





Oracle en-Vec and Change of Heart: ite

Orac e peneves herself to be a propilet when it comes to determining which of your opponent's creatures will affack next turn and usonly sile's night but not when you opnonent's critters are suffering Lorn a Choage of Heart Thanks to a cheap buyback, you can ensure that your Oracle's prophecy comes crasting down.

Socred Meso	EH .	P ***	2+	MG
During your uplicep so	entre o Per	gasus or busy	Socied hes	o to Pote
Pegasus token min pic	least th.	s token as a	, while f	yma crenture.
Softgoord	181	1999	**	TAL
2 * Torget Jenture	deals no u	embar dames	e this term	
Samite Alchimas	SC	(00	5 *	HL
**, O' Prevent 4	domoge to	a creature yo	o control. To	p the creature.
That complise does not	पानंदर वंजन	to your next t	ankoo phose	0/2
Samdo Sterring	£((00	*	SH
Creature goins " Pr	event oil do	nesse to easy o	रस्क्षीक्षक भावन	OTTY ONE SCORE
Samile Hen ei	SC	999	1.0	LL.R 4th, 5th
Prevent domage	to any ton	21. /1		, , ,
Serremon Linius	St.	2 1000	dis.	1318 406

cupegoat	INS	[] se			- 9
Scerifice a creature	रैंशीका दापु त	uniber of to	eget creature	s पूछ्य control f	0
UNITAGE STREET.					
Stors of the elevon					J
You may remove a					
the creation cost Pre-	125. 12 to 7 1	tren to to	the Jense	an or whereas our	of .

2/1

the costing cost. Previous up to 7 derings to thingst each erin phage and put a -0/-1 counter on restructive so shi domage researched.

Seesonal foreignam:

S. J. S. Seesone the top four roads of your shring from the game to prevent or demage to you from one source. 1/3

Seeker:

Target areans may only be blocked by white or anticy treatises.

Serigh:

Fying, the creative designament of the Series of demaged in put in the physiciate your centre. Boy, if "Seeps tennes phonocing your tarted, 4/4

Seriese Offering:

Bosho, target encountment, Gon life equal to its stood costing acid.

Soller Emissisy SC R ••• 1 *	TAN
* Smiler Emissory gains shodow until end of form 2/1	
Softer, Foo Soldier SC C **	TM
Shodow 1/1	
Soltan conte. SC (*** 2*	TM
Shedaw First strike when attacking 7/2	
Solters Mank S[U ••• **	TAL
Protection from black, shodow 7/1	
Softer Pr. 1 SC J ••• **	11/4
Protection from red, shodow, 27 s	
Solitar Loape 50 (ee] #	TA
Shadow !! Solian Trooper affocks, it gets +1/+1 with end of turn	
Seraya the Folconer St R ** 1 **	HL
All Fakons get +1/+1 1 + Torget Faken gains Joeding 2/2	114
	416
	MG
Put X counters on Sous Ectso. At beginning of your upkeap if there are	100
counters on Soul Echo busy it. Otherwise, larger apparent may chaose	thot
for each - damage dealt to you until your next upkeep, you instead -	emove
Learning Yes Co tool tase the game as a result of having less than 1	il a
Soul Shapherd St (•• L ·	WL
* Remove a creature in your graveyard from the game: Gain 1 life	
Southern Point SC R *** 2 **	141
** Destroy target red permanent 3/3	176
Spect of Georgica SC R ••• 2 **	MG
is sorg as Special Guardian is unicoped, non-treature artifacts conno	al Dis
the target of spells or effects 2/3.	
Sport on Kei SC (**** 3 *	Sh
Fing @ Redizect I damage trem Spiri to a creature you control ?	
Spart Link E(J cook * LG)	4th, 5th

Gain 1 life for every point of damage done by target creature.

Spirit Micror

During your upkeep, if there are on Reflection texens in play, put a Reflection token into play. Treat this taken as a 2/2 white creature. 8: Destroy furget Reflection,

Spiritual Sanctivary.

EN R 2 **

Au prayer controlling plains gains 1 life during his upkeep.

Squire

1/2 SM DE When Stough Detenders Comes into play your 4 de 3 4.

Suis Cia;p Ec, Comes into play your 4 de 3 4.

First Suis Cia;p EC Comes into play your 4 de 3 4.

Extra Cia;p EC Comes into play your 4 de 3 4.

Extra Cia;p EC Comes into play your 4 de 3 4.

Extra Cia;p EC Comes into play your 4 de 3 4.

Extra Cia;p EC Comes into play your 4 de 3 4.

Extra Cia;p EC Comes into play your 4 de 3 4.

Extra Cia;p EC Comes into play your 4 de 3 4. Plying Connot block credings with power 2 or less 5/6 datasing Surri Hydrig Common seques consumers S.C. R. ◆ ● 1.4k
C. J. ★ Sary domage that "world" reduce your life hotel to less them 1
world reduces 1 o 1.0/3
Swords for Plausitaires INS V. ◆ ◆ J.R. Sit
Remove length reduce from game Creature's centroller gams like points
equal to the creature's power
Sword Defende

Sword Defende

Sword Defende

Line Strong Defende

Sword Defende

Sword Defende

Sword Defende

Script Script Script Script Script Script Society on being Sward Defeated

1. Change power for the troughness of hospet resolute blocking on being blocked by Swarn Defeated minut until end of hum. Change roughness to ane puts the power of that creature unit end of hum. 1.3.

Toton Silver

A: Silvers gain list strike. 1/1

Total

Loth player chapses a creature with the higher casting, as the unitods, and poys mora equal to that creature strosting cost or brows the creature. The poys mora equal to that creature is costing cost or brows the creature. The poys mora equal to that creature is costing cost or brows the creature. The poys mora equal to that creature is costing cost or brows the creature. The poys mora equal to that creature is costing cost or brows the creature. The poys mora equal to the poys mor Flying, first shiftin, 2/2.

Wilhe

Scarth your library for a plains, and III an anaton remer land. Then larger opponent, you may search your increase. The properties of those cards to all payers and put their may you reand. The properties of the payers and put their may you reand. The properties of the payers are a supplied to the payers.

Will be the properties of the payers are a payer of the payers are a payer of the payers. The payers are a payer of the payers are a payer of the payers are a payers.

Will be the payer of the payers are a payer of the payers are a payer of the payers. The payers are a payers are a payers are a payer of the payers are a payers.

Will be the payers are a payer of the payers are a payers and the payers are a payers. The payers are a payers and the payers are a payers are a payers.

Will be the payers are a payers are a payers and a payer of the payers are a payers and a payer of the payers are a payers and a payer of the payers are a payers and a payer of the payers are a payers and a payer of the payers are a payers and a payer of the payers are a payers and a payer of the payers are a payers and a payer of the payers are a payers and a payer of the payers are a payers and a payer of the payers are a payers and a payer of the payers are a payers and a payer of the payers are payers and a payer of the OX opponent supagep. +/ apponent is upweep. →/ 1 th/S 2 → 20 m Fill Fruca Each player may cleaw up to Two coxts. For each coxid less than two the payer acrows, payer gams 2 life.

Tundout Wolfvas. SC C → 40 16,441 Tundra Wolvas

First strike 1/1.

Unlikely Alliance

W Torget non-otracking, non-blocking creature gets +0/+2.

Usryaro Griffin

Flying, Scriffice Union of fifth Counter target and spell that assigns damage to you at a preparation for the SC

Venerable Monk.

When receasible Monk consect into play, gets 2 fe 2, 2.

Veneran Gud, guard

LUR

Danninge cone to you by unblocked produme is instead date to Bodygused unless flathoused is closed 2/5. unless Bodyguard is topped, 2/5. Bending, trumps, 2/2 EN 145 Target creature goes protection from white.

Wild Assistir

Flying, first strike. ** +2/+0 until end of lurn. You consol spend moon than ** to this way each burn. 1/1.

Washs of Rath

Dashins of executives with no enchantments on them. Those creatives comest be tragenessiate tha furn.

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ethy Cause Worthy Couse

Earland 2 Scottine a creature: Boin life equal to the creature's to

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LANDS Advanturers' Evaluations: LAN | Language | Language | LAN | Language | LAN | Language | LAN | Language | Language | LAN | Lan Ancient Force

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And the power many pool to be domington any attacking creature after it deals damage.

December 1 person of the registres with play, return an united of mountain you control to owner's hand or bury therman! Volcane with a fact of the registres with play, return an united of mountain you control to owner's hand or bury therman! Volcane with a fact of the registres. untered mountain you control to owner's hand or bury Dermant Volcano

Add to your mana pool

aven Hote

FE, Sil Descriven Hood

Latting such play lagged. You may leave Modi topped to put a counter on it.

Remove any number of counters, odding to reach one.

Like United Section 1. Like United Se

1

Z

Rood Plain
Cornes into play happed.

Socialize Flood Plain: Sworth your library for a plains or idend. Put that band into play.

Cornes one Aline. Cornes into play.

Whose Semistree Aline cornes into play, put these counters on it.

Remove a counter from Germstone Aline. Add one mand of any color to your

EB: 2 ale. Socifice a land when Glaced Chasm cores into play. You may not prock. All domage done to you is natured to 0.

To asslands

Last J.

AME

Laster and play tapped.

Socifice Grasslands: Search your library for a forest or plains. Put that land into play

Full comyon

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And one coloriess man to your man pool.

Union target Griffing that of All and Library target Griffing that of All and Library target Griffing that of All and Library target Griffing that the search and All and Library target Griffing that the search and All and Library target Griffing that the search and All and Library target Griffing that the search and All and Library target Griffing that the search and the searc

That Gifthin gets • 1/+1 until end of from.

Lift 2 Mo creature may check if it attacked during its controller's last from than many heims.

Add • to your runna gool. • Benove landwolking from target creature until end of from.

Add • to your runna gool. • Benove landwolking from target creature until end of from.

Lift 1 Movement of the top of the t

You may choose not to unitip ke Floe.

Top a non-flying citicking creature. That creature doesn't unitip us long as ke Floe is happed.

Stand of Wark Wark.

and or was wow.

A Reduce the power of one flying creature to Q until end of turn.

See Basia.

AH

YS

Therefore anto play topped When Basin comes into play, return as untapped freed up, antic to come hand a buy, Basin.

Add 1 ● to your pool acces.

Koracos

Aid to your mana pool. Return larget legend to gymer's hand.

Cornes into play topped. When know comes into play, return an unicapped stord you continct to evene's hand or busy Karbo. Aid to be your pool.

Karphusan Exercit

LAR P

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Restricted

Banned in Type 1.5 only

guld player

Kind CR Rating Nome. Dexigion

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Beschutton

Koskun Keep

Add Colorless made to your pool.

Add to your pool to your pool.

Add to your mane pool and your owner pool and put a counter from it in the and of your upkeep.

Add to your mane pool and your a counter from the your pool and put a counter on land Cap. It does not unlop. Remove a counter from the your pool and your a counter on town tubes.

Add to your pool and your a counter on tubes.

Library of Alexandria

Add to your pool and your accounter on tubes.

Library of Alexandria

ANd the your mane pool.

Add to your mane pool.

Add to your pool and your accounter on tubes.

Library of Alexandria

ANd the your mane pool.

Add to your mane pool.

Add to your mane pool.

Add to your mane pool.

ANd the your pool.

A

have exactly seven cards in hand.

Lotus Vale

When Latus Vale comes into play, sacrifice two untapped lands or bury Latus

Vale. See Add three mana of any one color to your mana pool.

Moze of Ith

LAN 10 BK

Moze of this

to Unitary target attracting creature. Creature neither deals not secretives deauge as a result of compan.

Moze of Shaddows

LEN U → Let Unitary target attractions

Exist Aud ones coloriess mone to your mone pool. We: Unitary target attacking creature with shadow. That continue neither deals not neceives combat demange.

Mishra's Factory LEN U → Let Unitary target attacking creature with shadow. That continue neither deals not neceives combat demange.

Mishra's Factory LEN U → Add that shadows factory + 1/+1 until end of turn. Str. Mathra's Factory becomes a 2/2 artifact continue, until end of turn.

Mishra's Workshop

LAN U → Let Unitary Let

Mogg Hollaws

♠: Add one colorless mana to your mana paol. ♠: Add ♠ or ♠ to your

MG

AH.4th Provent 1 demogs to only creditive.

Fundelhaven

Li

Add to to your mana pool. \$\Pi\$: Make toget 1/1 creature +1/+2 until end of turn,

Pine Barrons e autres.

Comes into play topped. ♠: Add one colorless mane to your mane pool.

Add ♠ or ♠ to your misne pool. Pine Barrens deels 1 dizzoge to you.

LAN R

LUI.

Winds without thing gets -1/-2 until end of turn.

Rainbow Vale

Stand I man of any colar to your post; Rainbow Vale passes to appear to the design of the passes to appear to the design of the passes to appear to the design.

Add I mano or any control opponent of said of turn.

Reflecting Add to your sool I pano of any type that any land your control con acodace.

Light Service is Anex not unkey. Remove a counter from the part or counter.

And to the part of counter from the part or counter from the part or counter.

And the part of counter from the part or counter from the part of the

If there are any counters on Defra, it does not unitro. Remove a counter from Defra at the end of your upkeep. Add to your pool and gut a counter

Rocky Tor Pit

(A) Secretary of the Control of the

mong pool. Receivater Depths does not untop during your next untop phase.





Worthy Cause and Disturbed Buriol: Hey, it's more repeated life-gaining! With these two buyback spells you can shuffle a creature in and out of the groveyard, goming life equal to its toughness every time it exits the game. This is especially effective with a cheap wall or—dore we suggest it—a Phyrexian Walker, Next lifecombo: Fountain of Youth and Ancient Tomb. Wait a second...

Rules of Trokair DAN

Softe Herein

Remove a creature you control from game. During upleasp, socialize Softe Herein to eithern all ceasures it has removed from game to play.

Soft Flats

Comes into play tapped. Add one colorless monin to your monin pool.

Add one or to your monin pool. Soft Flats deals 1 domings to you.

Sond Sides

LAN Resource may auraliant of courtiers, obtaining the acoth onin.

Servamon'

LAN Resource may auraliant of courtiers, obtaining the acoth onin.

Servamon'

LAN Resource may auraliant of courtiers, obtaining the acoth onin.

Add * or * to your manap pool. Counts as a plains and a fixest.

Scabland
 LAN R **

Comes into play topped. * Add one coloness rising to your mana pool.

Poth is topped, it does 2 damage to you and to each creature you control.

Stelling Stones

Add one coloness mans to your mans pool. 66: Stalking Stones

Strip Mine
 Strip
 Strip Mine
 Strip Mine
 Strip
 Strip

Svyelunite Temple Comes into play tapped. Add to your mana pool. Socifice
Soyelants temple, add to your mana pool.

Enacts of Pendrell Vale. I.

All creatures require on upkeap cost of the in addition to other upkeap costs. Destroy a creature if its upkeep is not paid,

Tolorio

Add to to your manu pool. ** During upkeep, remove bonding of bonds with other oblight from target ceature until and of turn.

Tropical Island

Add or to your manu pool. Counts as a forest and an island.

Tunitra

LU,R

Tunisra

Add or or the to your mone pool. Counts as an island and a pioins.

Under ground River

Add to your mone pool. Counts as an island and a pioins.

Add to your mana pool and take 1 damage.

LU,R

Add or or to your mana pool and take 1 damage.

LU,R

Add or or to your mone pool. Counts as a swome and an island.

Whilscoveral Paradise

LAH R

Add or mana of lary color to your mana pool. At the baginning of your ment uniting phase, reliest fundiscovered Paradise to owner's band.

Unbody Chadel

LAH U

LG

Ad your black legeods may band with attest agends.

Urbang

Add to your mana pool. Remove first strike or swampwadk.

org ◆ Add ◆ to your mana pool, ◆ Remove first strike or swampwalk where the property of the series of the ser

And the to your manu poor, it you have trize's have, towar and rover.
Front in play of the same time, top to add the to your manup pool.

AQ.CH.5th

Add to your manup pool. If you have tize's Mine, Tower and Power
Front in play of the same time, top to add the to your manup pool.

Yes Township

AW. U

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Add one colorless mano to your mana pool. . Socifice Wasteland:

Destroy raiger porbosic lond.

Winding Conyon

UAN R ••• WI.

Add one colorless mania to your mana pool. . St. Until end of furn,

Pour many play creature conds whenever you could play instants.

ands School IAN U

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Infernal Harvest and Land's Edge: You want infernal, ah? Let's see. For two mono you can send a bunch of land back to your hand while offing your opponent's creatures. Then, thanks to Lond's Edge, you can bury your opponent with your bumper crop, chucking the lands at him for two damage each, And this combo works even better with the new and improved Land's Edge which we hinted at in our

shows, cons

tournaments



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FX: 914.268.5386

before attending an event. Show information sometimes changes after we go to press.



ILLINOIS

JUNE 6-7, CHICAGO HEIGHTS

GREAT LAKES GAMES presents the EXCOUS PRE-RELEASE. Olympia Plaza, 177 W. Joe Our Rd. For directions, call (847) 222-1994. Sonctioned Magic Townsment & Convention, Everyone attending the GREAT LAKES GAMES EXODUS PRE-RELEASE will receive a Special Limited Edition Commemorative Exodus rare cord, one Tempest starter and Three Exadus boosters, PRIZES: kickude Boxes of Exadus, Traphiles and T-shirts, Over 10 side-tournaments to choose from, all with Exadus product and Exadus prizes. Entry: Pre-segister is \$17 or \$20 pt the door. Depler tobles available. For other information or for other tournaments, call (847) 222-1994 or e-mail ProTourUSA@col.com.

JUNE 20, CHICAGO HEIGHTS

TOY, BEANIE & GAME FAIR GREAT LAKES GAMES presents COLLECTORS FEAST & GAME FAIR, Olympia Piaza, 177 W. Loe On Rd, South of 1294/90 on Halsted to Joe On Rd, S2 admission. Over 100 tables @ S30.8:30 a.m.-5 p.m. Featuring Beanie Babies, Tays, Star Wars, Star Trek, Sports Cards, Mon-Sports Eards, Hot Wheels. Tournaments; Duplicate Magic. Call: Great Lakes Games @ (647) 222-1994 or e-mail ProTourUS&@aoL.com.

JUNE 26, CHICAGO

COLLECT A CARD N COMICS Presents Type 2 M:76 weekly tournaments, 4065 S. Archer, Friday 7:30 p.m.
\$10 entry. Great prizes. Also enjoy a great selection of singles at low law prices. Tournaments limited to 30 participants so your chances are always great. Carning up: MAY 8, store celebration tournament. First prize: Black Lotus (Beta); second prize: box of Swanghold or Tempest. For information and reservations, call us nt (773) 523-5800 or e-mail (Chromics@aol.com.

MASSAUHUSETTS

JUNE 21, BOSTON
1,000 TOURNAMENT, Knights of Columbus Hall, 323 Washington St., Brighton. For directions, call (800) 852-2442. Play in any four sanctioned brackets, Type 1, Type 2, Extended or Sealed Dack. The top two players from each bracket will advance to an eight person booster draft finals for \$1,000 in cash prizes. Other events include an Italian Legends booster draft and 2-Headed Giant Sealed Dack. PLUS. Two Stot Qualifier for the BattleTech World Championship. Admission for Constructed brackets is \$17 in advance, \$20 day of show. For Sealed Dack bracket, admission is \$25 in advance, \$28 day of show. ButtleTech Qualifier admission is \$12. Doors open at 9 a.m., and Sealed Dack bracket begins at 10 a.m. Constructed brackets begin at 11 a.m. BattleTech begins at noon.

JULY 11-12, BOSTON

VISIONS '98. Boston. New England's largest ever exposition of Garning, Sci-Fi, Comics, Toys and Cords. Visions 76. austroin new England Stages eele exposition of dollagic, Staz Wars, and Star Inels Coursonneents.

Many guest starts: Jer Ryan, Alexander Siddig, June Lockhant, Angelo Carterright, Martin Kristen, Mark Goddard, Erin Groy and many athers. Autographs, vendors, euclians, raffles, entertainment, gaming, ples much more. For information, call (508) 896-7448, vriite Infinite Visions, Box 904, S. Yarmouth, NA 02664 or e-mail: ivisions@cane.com.

MICHIGAN

JUNE 6, 13, 20, 27 & JULY 4,11,18 &25, AUGUSTA
TLC CARDS & COMICS, DCI Sunctioned Magic Tournaments. Schurdays @ 10 a.m. Cost of Tournaments:
Type II; \$10—June 13, 27 and July 11, 25. Booster Drafts: \$10 every Saturday following the tournament.
Sealed Deck; \$20—June 6, 20 and July 4, 18. Call: Terry @ (616) 731-4660 or write TLC Cards & Carnics, P.O. Box 415, Augusto, MI 49012.

MISSISSIPP

AUGUST 8, JACKSON
BATTECON '98, "LORDS OF THE SWORD COMPETITION", Holiday Inn SW, Highway 80W. The BattleCon "Lords of The Sword Competition" will award a total of \$3,000 in Fantosy Swards and weaponry to the 1st, 2ad and 3rd place players in each of its events which include: An AD&D elimination tournament, "Seoled deck, Magic/" Tempost tournament, LSR CCG tournament and more. Dealer room and Video/Refrestiment room will also be available, Preregistration is \$22 until July 15 and \$30 at the door, 9 a.m. Midnight. Please preregister to insure your place in competition. This is an incredible tournorment for serious players to win funturality prizes. Are you up to the challenge? If so, visit our web site at www.msstate.edu/-dbb3, e-mail: dbb3@archive.msstate.edu, call (601) 3249683 or write to us at D. Bridges P.O. Box 822, Starkville, MS 39760-0822.

MISSOURI

JUNE 6-7, COLLINSVILLE (St. Louis)
GREAT LAKES GAVAES presents the EXODUS PRE-RELEASE. One Gateway Center. For directions, cnil (618) 345-8998. Sonctioned Magic Tournament and Convention. Everyone attending the GREAT LAKES GAMES EXODUS PRE-RELEASE will receive a Special United Edition Commencerative Exadus one coad, one Tempers Sorber and THREE EXODUS BOOSTESS, PRIZES include: Bases of Exadus, Traphies and T-stims, Over 10 Side-Tournaments to chaose from, all with Exadus product & Exadus prizes, Entry, Pre-Register \$17 or \$20 at the door. Dealer tables available, For other information or for other tournaments, call (847) 222-1994 or e-mail ProTourUS&@aoL.com.

NAW JERSEY

\$1,000 TOURNAMENT, Ramada Inn., 3050 Woodbridge Ave. For directions, call (908) 661-1000. Play in any of four signationed brackets; Type 1, Type 2, Extended or Sealed Deck. The top two players from each bracket will advance to an eight person booster draft finals for \$1,000 in cash prizes. Other events include an Italian Legends booster draft and 2-Headed Giant Sealed Deck. Admission for Constructed brackets is \$17 in advance, \$20 day of show. For the Sealed Deck bracket, admission is \$25 in advance, \$28 day of show. Doors open at 9 a.m., and Sealed Deck bracket begins at 10 a.m. Constructed brackets begin at 11 a.m. BottleTech begins at noon.

JULY 26, EDISON

CHCAGO PRO TOUR QUALIFIER, Romada Inn, 3050 Woodbridge Ave. For directions, call (908) 661-1000. Play in a *Tempesty Stronghold/Exadus* sealed dack tournament to qualify for a slot in the Chicago Pro Tour plus win \$250. Other events will be run all day including Type 1/Type 2 for \$150, Booster drafts with Ital-ian Legends and sonctioned team events. Doors open at 9 a.m. Deck construction begins at 10 a.m. \$22 in advance, \$25 of the door.

NEW YURK

EVERY WEEKEND IN JUNE & JULY, NANUET

WIZARD WORLD. The longest running fournament in Rockland 1 1/4 mile East of the Naturet Mall on Route 59 in the Service Merchandise Shopping Center, Type II madness every Friday at 6 p.m. \$4 entrance fee. Prizes for the top three competitors! Sealed deck and booster drafts an Saturdays, Arena league days every Sunday, Games Workshop Chapter approved. Free and dedicated gaming area for card and rateplaying games and two terrains for Warhammer, 40k and Fantasy Battle. We will demo any game upon request. or further information, contact: John Donohua @ (914) 624-2224.

JUNE 6, SYRACUSE
EXODUS PRE-RELEASE, OnCenter, 800 South State St. For directions, cell (315) 435-8000. Play in a Sectled Deck tournament with a Tempest states deck and three packs of Exodus, the newest expansion for Magic: The Gathering weeks before its official release date. Everyone who attends will also receive a fail-stamped commendative rare cord from the set while supplies last. There will also be side events all day long with Exadus product including Booster draft, Rochester draft, Sealed deck and sunctioned team sealed deck. Admission: \$17 in advance or \$20 day of show. Doors open at 9 a.m., and deck construction will begin at 10 a.m.

JUNE 6-7, NEW YORK
EXODUS PRE-RELEASE, Neutral Ground, 122 West 26th St., 4th FL For directions, call (212) 633-1288.
Play in a Sealed Deck tournament with a Jempest starter deck and three packs of Exadus, the newest expansion for Magic The Gathering weeks before its official release date. Everyone who afterads will also receive the second starter of the Gathering weeks before the second starter of the Control of the Contr a foil stamped commemorative rare cord from the set while supplies last. There will also be side events all day long with Exodus product including Booster draft, Rochester draft, Sealed deck and sanctioned team sealed deck. Admission: \$17 in advance or \$20 day of show. Doors open at 9 a.m., and deck construction will begin at 10 a.m. each day. Preregistration is strongly recommended for Salurday.

JULY 25, SYRACUSE
CHICAGO PRO TOUR QUALIFIER, OnCealer, 800 South State St. For directions, call (315). 435-8000. Play in a Tempest/Stranghald/Exadus scaled deck tournament to qualify for a stat in the Chicago Pro Tour plus win S250. Other events will be run all day including Type 1/Type 2 for S150, Booster drafts with Italian Legends and spectioned from events. Doors open at 9 a.m. Deck construction begins at 10 a.m. \$22 in advance. \$25 at the door.

PENNSYLVANIA

JUNE 6, PHILADELPHIA

EXODUS PRE-RELEASE, Best Western Hotel NE, 11580 Roosevelt Blvd. For directions, call (215) 464-9500. Play The Cathering weeks before its official selease date. Everyone who ottends will also receive a fall day long with Exadus product including Booster duals, Rochester draft, Sealed dack and sense will also receive a fall-stamped commemorative rare cord from the set white supplies last. There will also be side events all day long with Exadus product including Booster duals, Rochester draft, Sealed dack and sanctioned team sealed dack. Admission; S17 in advance or S20 day of show. Doors open at 9 a.m., and deck construction will begin at 10 a.m.

SULY 19, HARRISBURG
CHICAGO PRO TOUR QUALIFIER, Radisson Penn Harris Hotel, 1150 Camp Hill Bypass, Camp Hill, PA. For directions, call (717) 763-7117. Play in a Tempest/Stronghold/Exadus sealed deck tournament to gualify for a slot in the Chicago Pro Tour plus win \$250. Offer events will be run oil day including Typa 1/1ypa 2 far \$150, Booster drufts with below. Legends and sanctioned team events. Doors open at 9 a.m. Deck construction begins at 10 a.m. \$250 in advance. \$25 at the door. begins at 10 a.m. \$22 in advance, \$25 at the door.

SOUTH CAROLINA

EVERY TUESDAY, FRIDAY & SUNDAY in JUNE & JULY, MYRTLE BEACH THE DUELING GROUND, 4981 Hwy 707, Myrtle Beach, SC 29575. For details and directions, call (803) 293-1406. Sanctioned OCI M: To Tournaments. Type, times and prizes vary. Sanctioned Star Wars tournaments, Washammer and Washammer 40K, Shadownun, RPGA, Washammer Quest and more! Free and dedicated gaming area. Sode, snacks, pizza, subs, great atmosphere! Vacation in Myrtle Beach and game with us! Call (803) 293-1406, fax 803-527-0270, e-mail: jburch@sccoast.net.

VIRGINIA

JULY 12, TYSONS CORNER (Washington D.C. area)

CAPITAL ASSOCIATES MONTHLY COMIC BOOK, TOY, MAGIC AND NON-SPORT CARD SHOW, Tysons Corner Westpark Hatel, 8401 Westpark Brive McLean, VA. Take exit 10 (Route 7 West) aff 1-495, 1/2 mile west on Route 7, hatel is an right. For directions, call (703) 734-2800, 90 tables available. Vendors: 1st table 565, S60 2nd table, S55 3rd+ table. S2 admission, children under 5 FREE, 10 a.m. 4 p.m. FREE parking. Buy, sell and trade: MAGIC and other gaming cards; gold, silver and new carnics; independents; mirne, figures, toys; 8EANE BABIES; posters; 1-shirts; original artivack; non-sports cards, etc. Guests: Call Jeffrey Rocen @ (703) 912-1993 or e-mail: carnicshaw@nol.com. http://members.aol.com/comicshow.

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TOP 10 CARDS PLAYERS GUIDE & PRICE GUIDE

ON SALE IN JULY

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Love Story

Ah, cruel love. So succulent the experience, so bittersweet the memory. Seems like it happens this time every year: A warm wind on the cusp of summer with just a hint of fragrance, a delicious aroma that fills the nostrils with heaven-sent ecstasy permeates my entire being. Then without warning, the feeling worms its way to the pit of my stomach and clutches my gut like an angry fist, flooding my soul with the poison of a thousand crushed dreams.

And it takes two, three, maybe even four belts of Pepto Bismol to beat back the remnants of that triple garlic burrito. Man, them boys is tasty, but they're hard to digest.

Anyway, while lying semi-conscious, waiting for the nausea to subside, my mind drifts back to another love, the love of a girl—no, a woman—her hair

like spun silk, her skin the color of cherry blossoms. Plus, according to the "Price Guide," she was worth \$6, which is nothing to sneeze at.

Her name: Serra Angel.

I can still hear her voice, soft as a summer rain.

"Oh, El Swano," she purred. "May I call you El?"

"Yes, darling," I said, pulling her close, caressing her cool flatness, my lips brushing her cardboard cheek. "By the way, are you really worth six bucks... and rising?"

"Yes, my sweet."

My heart beat a little faster.

Time evaporated in a whirlwind of bliss. What intoxicating memories! During theday, we picnicked in the park, strolled among the quaint bistros and little curio shops and pledged our undying devotion to each other with

> gentle touches and lingering kisses. At night, we walked arm and arm on the beach under a starry sky, taking care not to let the moist sea air warp her back.

And then, as suddenly as it began, it was over.

The fateful day is etched on my memory, a day I shall never forget. No matter how hard I try, no matter how much I struggle to purge my heart of the dull throbbing ache, it never goes away.

It was a Tuesday. I'd been told to go home early at my job as human bait at Gator World. The gators were striking in solidarity with their brethren at United Parcel Service, so we all got to go home at three o'clock. I couldn't

wait to share my extra time with Serra. I went straight to her apartment to be with her.

It was a mistake. Then again, perhaps it was Fate's way of showing me the inevitable. Who can say?

I burst in without knocking. "Serra, honey," I said. "Good news!" My heart sank, and the life drained from my body as the scene burned into my brain, a scene I've replayed a thousand times, a million times, a scene from a nightmare.

Serra Angel was in bed. In bed... with an Atog.

I stood there, flabbergasted, not knowing what to do or say. Flushed with embarrassment, Serra scrambled for her clothes. The Atog slithered out from under the sheets, grinned at me, then pulled on his shorts and trotted for the door. I didn't try to stop him. I was numb.

Moments passed. Neither Serra nor I moved. Finally, after what seemed like an eternity, 1 spoke.

"Why, Serra?" I choked, a single tear rolling down my cheek. "Why?"

She stiffened and swallowed hard. "You know why. We're too different, you and I."

"You mean ...?"

She took a breath. "Yes. You're a game geek."

I was stunned as the icy chill of reality crept over me. I could see the truth in her eyes. The magic was gone, the flame of love that once had burned as bright as the sun had been snuffed out. Besides, she'd allowed herself to be groped by an Atog. I mean ... yecch.

Still, one question remained. "Serra ..."

I began, fumbling for the words.

She softened. "Yes, El?"

Her pet name for mel I winced at the sound. But I had to go on. "Serra ..."

'Yes?"

"By any chance," I asked, "do you have Bayushi Kachiko's home phone number?"

Hey, can you blame a guy for asking?



Rick Swan eventually married an actual woman who, unfortunately, is not flat.